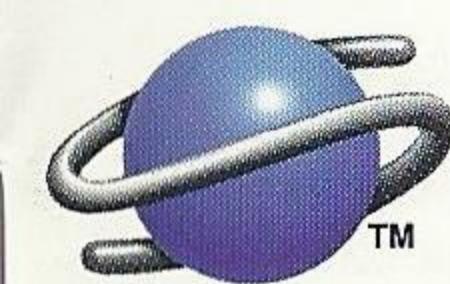


A SEGA EXCLUSIVE

WORLDWIDE SOCCER '98



SEGA
SPORTS
CHANNEL



SEGA
SPORTS

KIDS TO ADULTS
CONTENT RATED BY
ESRB

WARNINGS

Read Before Using Your Sega Video Game System

EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on television screens while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

HANDLING YOUR COMPACT DISC

- The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn System.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.

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WELCOME TO WORLDWIDE SOCCER™ 98

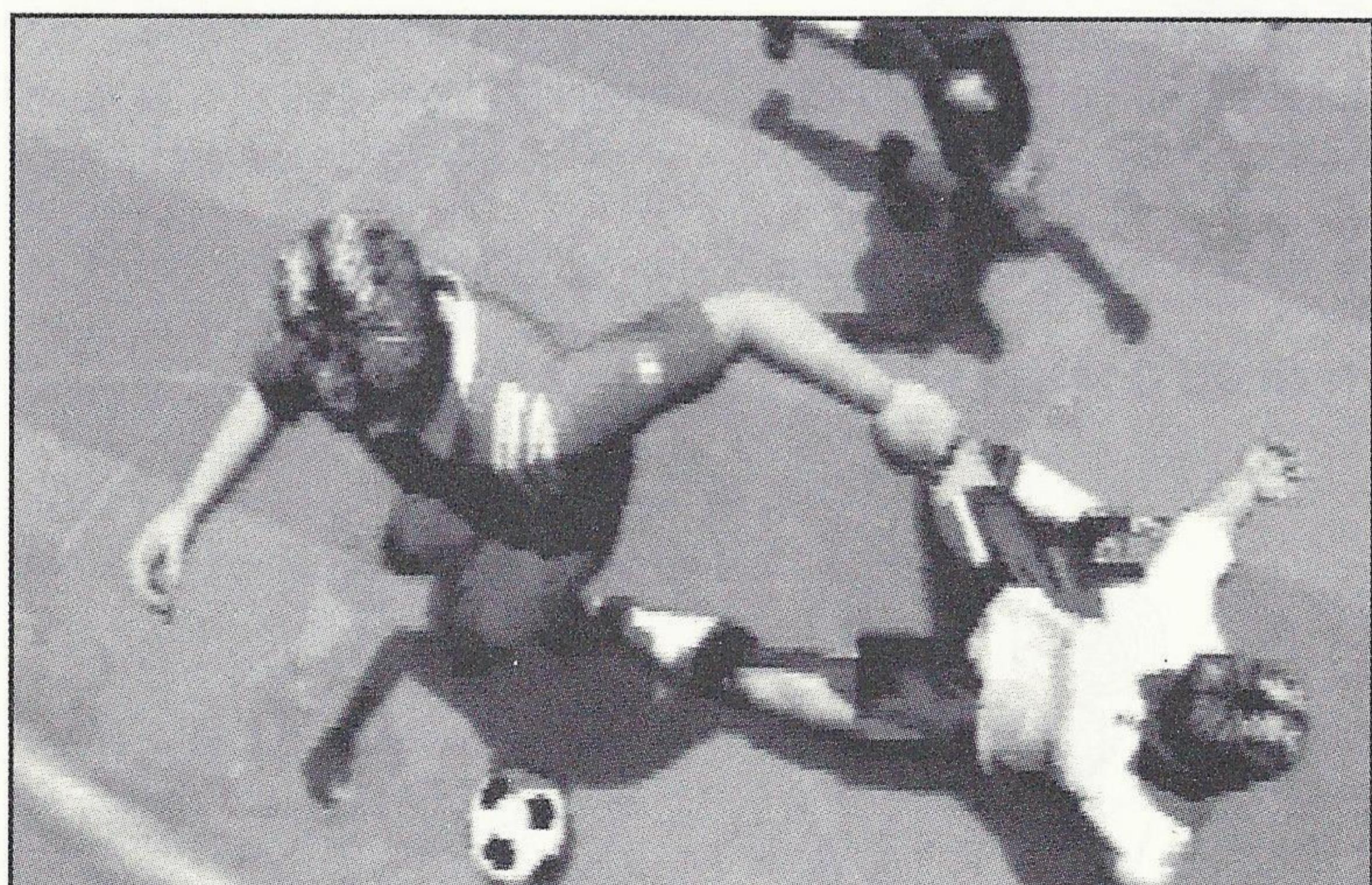
Worldwide Soccer 98 brings you six play modes, with some changes that will please even the most demanding soccer fans.

For the first time in Sega soccer history, you can choose a club team to play. Choose any of Sega's English, French and Spanish teams...in all, 20 club teams to choose from. Open up Club Exhibition or Club League and take your favorite club team to the pitch!

We've added two brand new stadiums over the last year, so you now have five battlefields to choose from. Rain or sunshine, night or day, once again you get to set the environmental conditions.

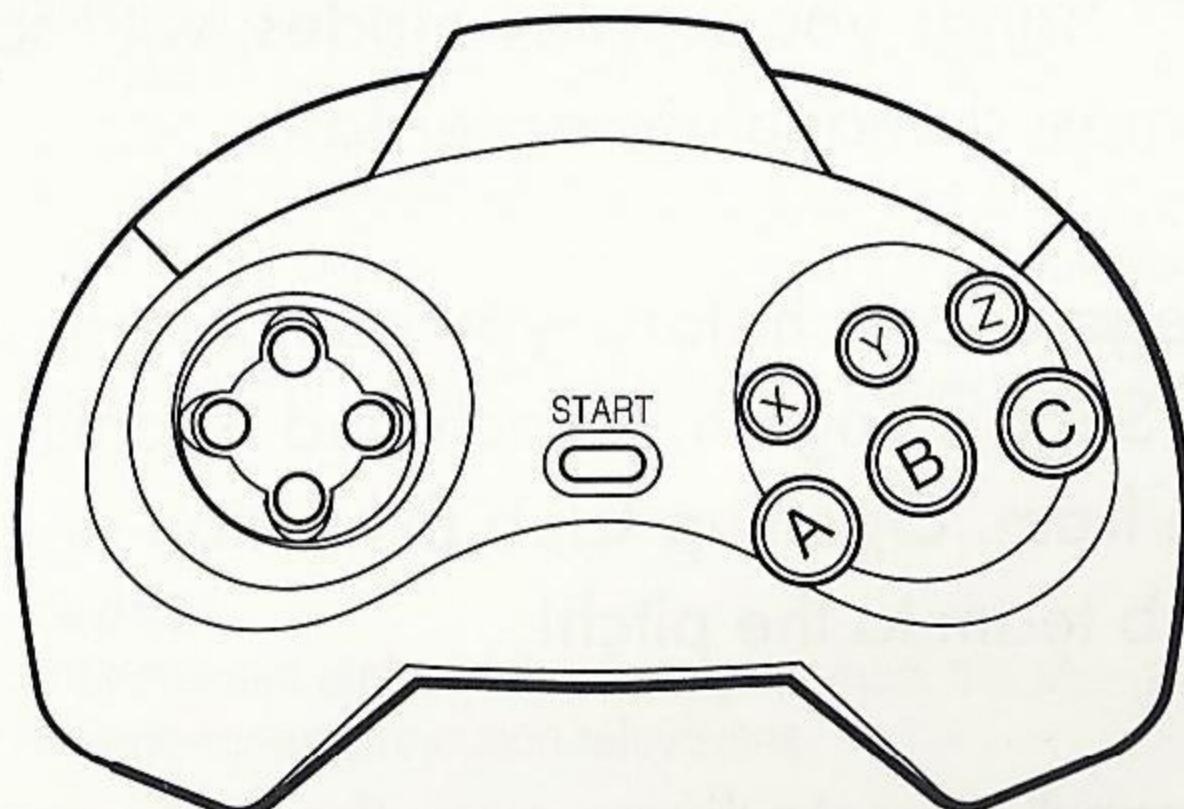
Be sure to check out the Tactics screen, especially the Kicker Select option. It's up to you to decide which players on your team will take the corner, goal and free kicks.

Are you ready to go up against 68 teams from around the world this year? Let's hope so, 'cause this game is hotter than ever!



PITCH EQUIPMENT

Sega Saturn Control Pad™



START

- Pauses game/brings up the Pause screen (resumes play when paused)

Button B

- Makes player pass the ball
- Makes player perform a shoulder charge
- Cancels selected options

D-Pad

- Moves highlighted player
- Highlights options on select screens
- Changes option settings

Button C

- Makes player lob the ball

Button A or C or Start

- Selects options/exits screens

Button X

- Activates Keeper

Button A

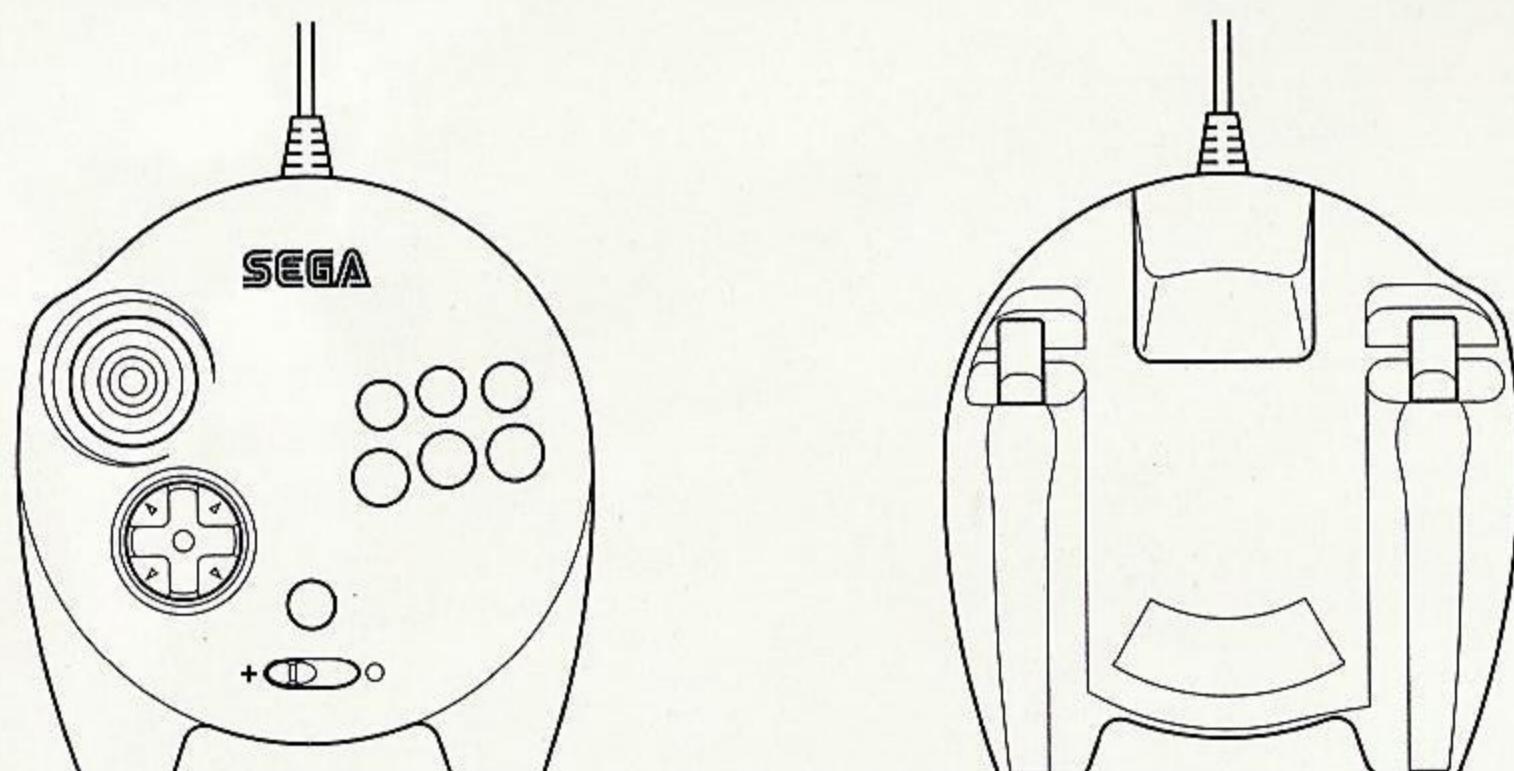
- Makes player shoot the ball
- Makes player perform a sliding tackle

Button R

- Moves the Player Marker to another player

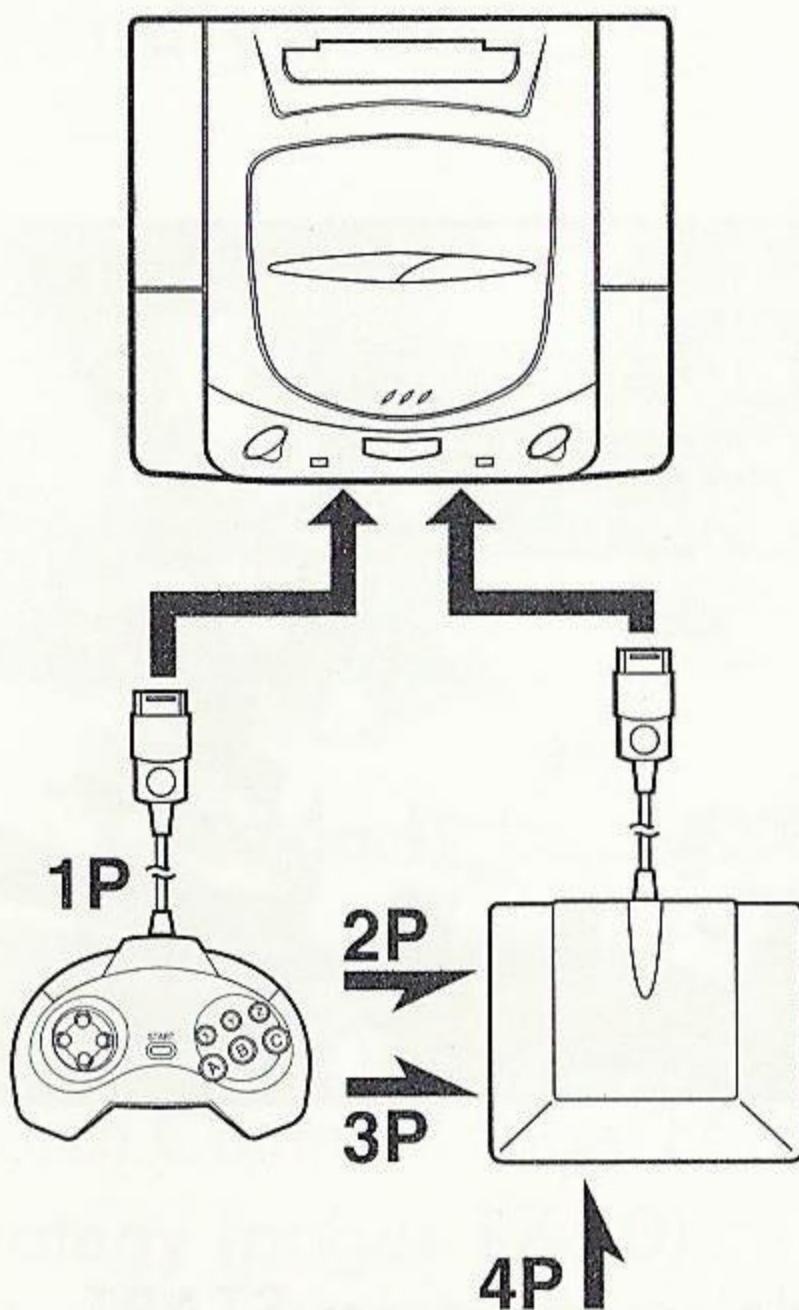
For a more comprehensive list of moves, see Making a Move, page 24.

Saturn 3D Control Pad™



Set the Mode Switch to "+" mode. The controls are the same as those for the Saturn Control Pad.

6Player™ Multiplayer Adapter



Up to four people can play at the same time through the use of this peripheral (sold separately). Team up with a friend to take on the computer or go for an all-human soccer fest!

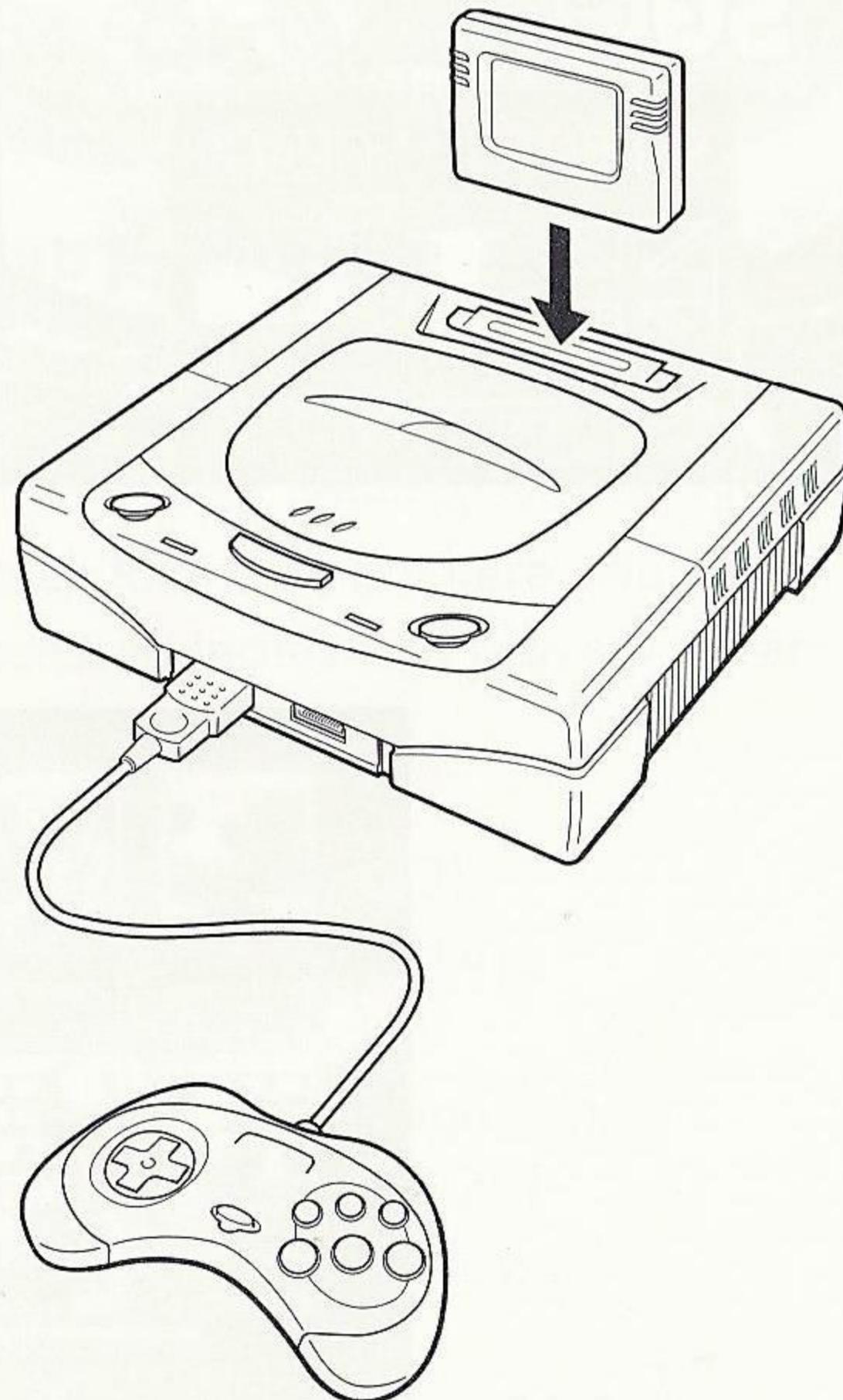
Just plug the adapter into Port 2 of your Sega Saturn. Note that Ports 4, 5 and 6 of the adapter are not used.

Sega Saturn Backup™ Cartridge

Save your Worldwide Cup, Club League and Cup Tournament match data and take it with you with the Sega Saturn Backup cartridge (sold separately). From the cartridge, you can download your data into another Saturn machine (handy if you need to head to your friend's house because someone is hogging your Saturn machine).

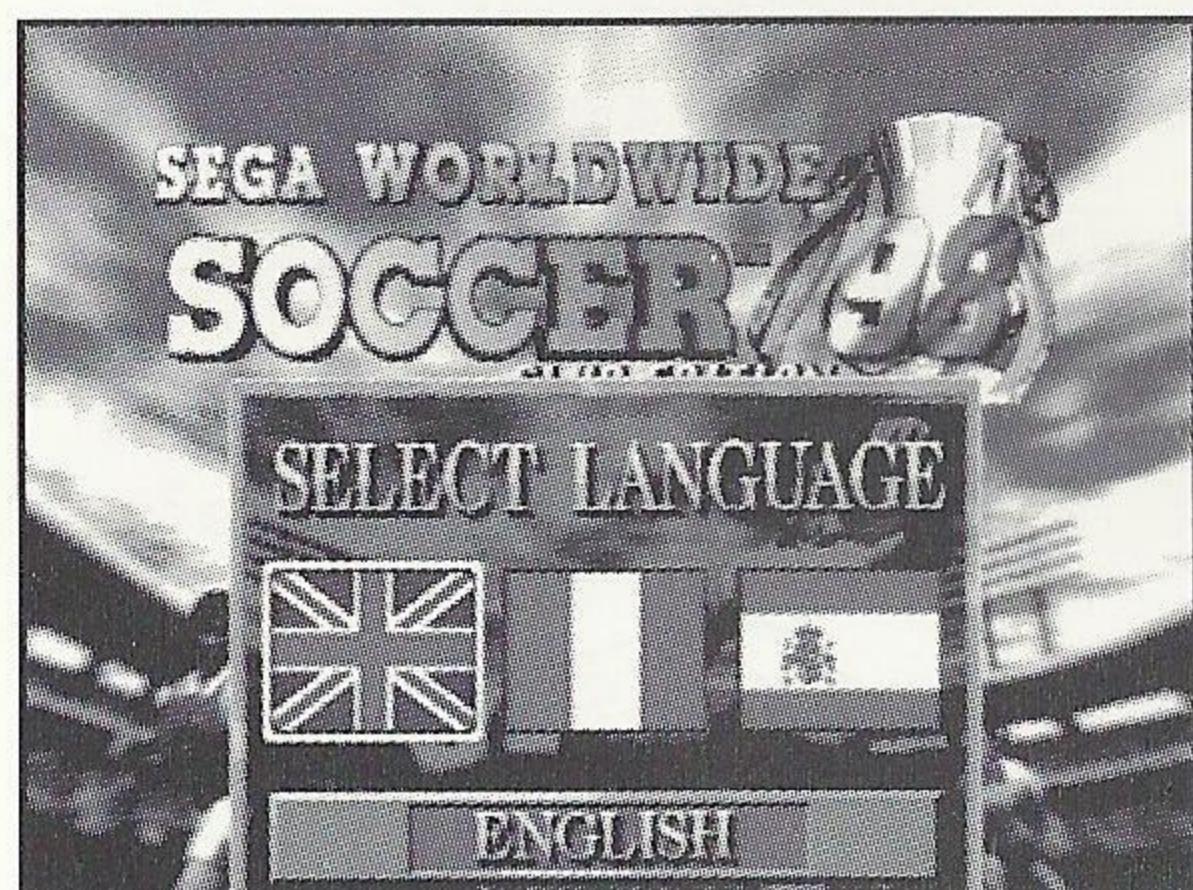
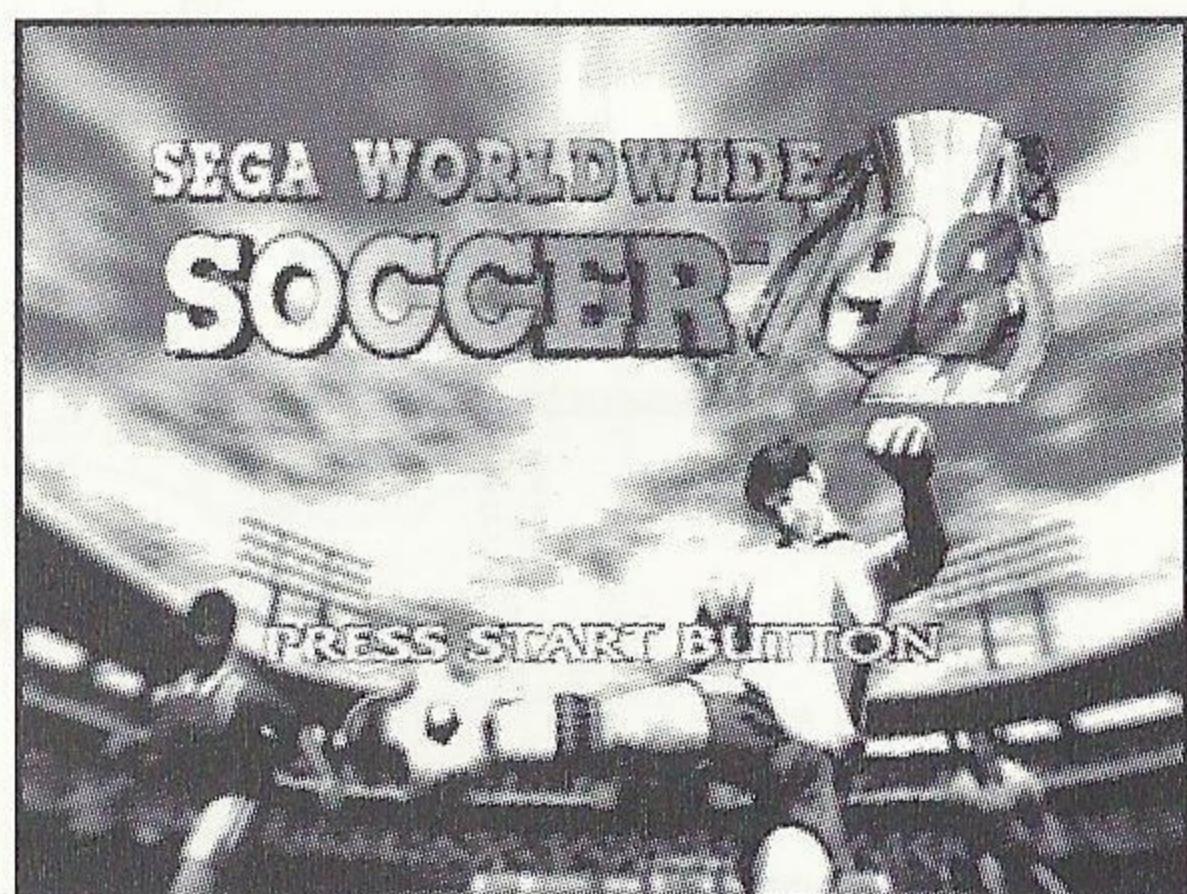
Remember to insert and remove the Sega Saturn Backup from your Saturn when the power is OFF. Should you insert the cartridge when the power is ON, you could damage the cartridge.

Refer to the cartridge instruction manual for more info on the proper use of the cartridge.



AFTER INSERTING THE GAME CD...

Once the game has been loaded and the power to the Saturn is ON, the Sega™ and Sega Sports™ logos appear. An intro for Worldwide Soccer 98 begins after the logos. Watch some really good players show their stuff (or press START to forward to the Title screen, but you'll miss out on the action if you do!). The Title screen appears after the intro.



From the Title screen press START. Select the language you wish to use for the game. English, French and Spanish are all available. For an extra challenge to the game, select a language you don't know. Then you get to play and learn a language at the same time (who said the game industry is just entertainment?). Press the D-Pad LEFT or RIGHT to highlight, and Button A or C to select. If needed, press Button B to deselect. Press START to confirm your selection.



Select the mode you wish to access from the Mode Select screen. Press the D-Pad to highlight, and START or Button A or C to select. Refer to the following pages for descriptions of the game modes.

MODE TYPES

Friendly Match

The name may be different (this was once called "Exhibition Mode"), but gameplay for this classic favorite is still the same. The 48 national teams stand ready for you to command.



Play Type (page 13)

Team Select (page 14)

Game Setup (pages 15-16)

Match Confirm (page 16)

Strategy (pages 17-20)

When the Whistle Blows

(pages 21-29)

Match Results (pages 30-32)

Going for Another Match (page 32)



Club Exhibition

Take your favorite club team to the pitch in this *Worldwide Soccer 98* original! Like Friendly Match, one match takes all, but here you have access to teams and players never seen before.

Play Type (page 13)

Club Select (page 14)

Game Setup (pages 15-16)

Match Confirm (page 16)

Strategy (pages 17-20)

When the Whistle Blows

(pages 21-29)

Match Results (pages 30-32)

Going for Another Match (page 32)



Worldwide Cup

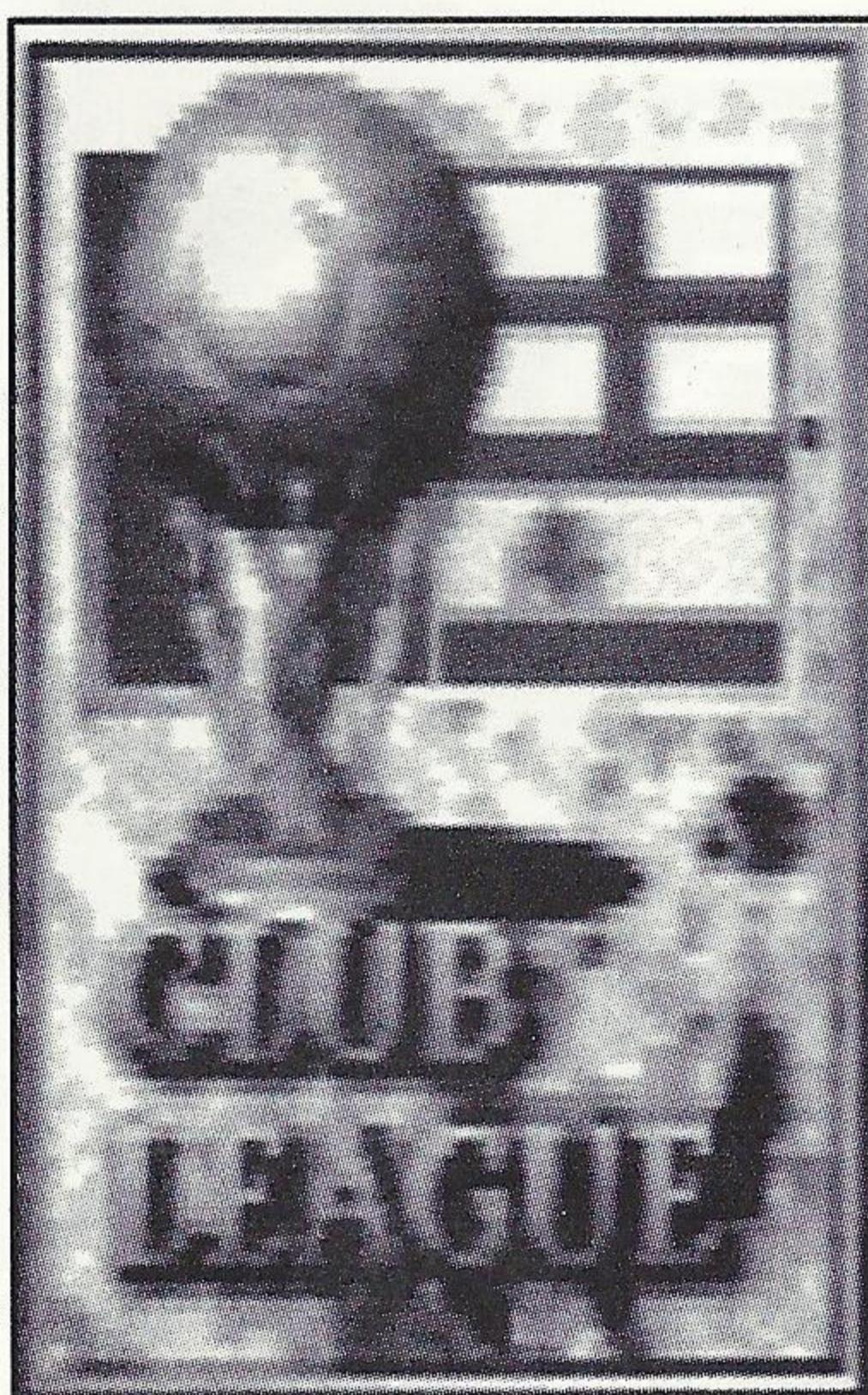
Play an entire season in a bid to be the number #1 team. You'd better be ready to play your best against veteran teams all gunning for the championship.

Season Select (page 13)
Team Select (page 14)
Match Confirm (page 16)
Strategy (pages 17-20)
When the Whistle Blows
(pages 21-29)
Match Results (pages 30-32)
Game Save/Continue (page 33)
Option Select (pages 33-34)

Club League

20 club teams are in the league. Lead one of them in a bid to capture the soccer crown. Like Worldwide Cup, you can either play alone or have your friend join you in a two-player attempt to kick your way to the championship.

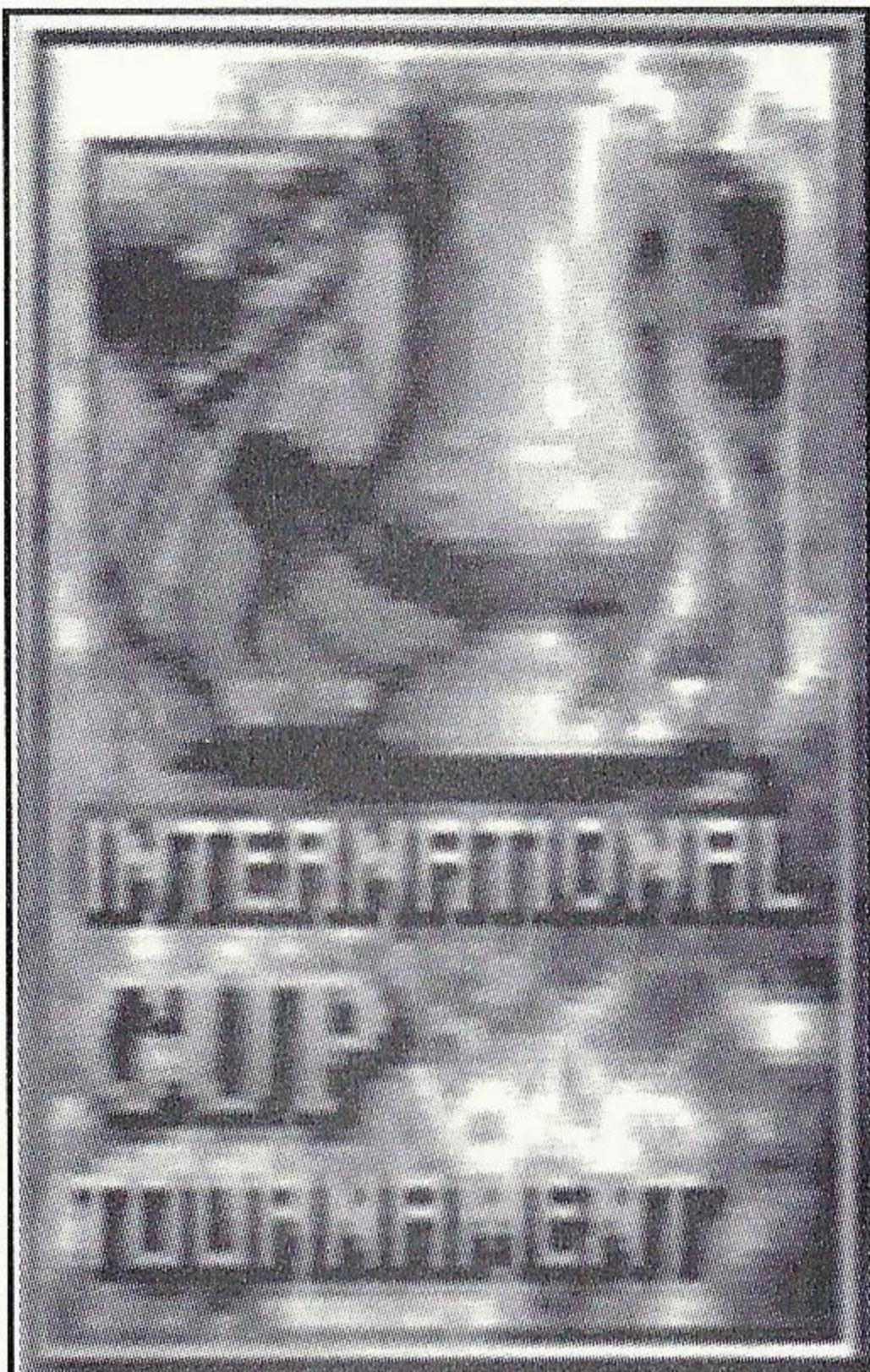
Season Select (page 13)
Team Select (page 14)
Match Confirm (page 16)
Strategy (pages 17-20)
When the Whistle Blows
(pages 21-29)
Match Results (pages 30-32)
Game Save/Continue (page 33)
Option Select (pages 33-34)



Cup Tournament

The mode starts with 4 to 16 teams, but after the first day only half of the teams remain. If you can win all the matches, the Cup Tournament championship is yours.

Participant Select (page 14)
Team Select (page 14)
Playoffs Tree (page 15)
Match Confirm (page 16)
Strategy (page 17-20)
When the Whistle Blows
(page 21-29)
Match Results (pages 30-32)

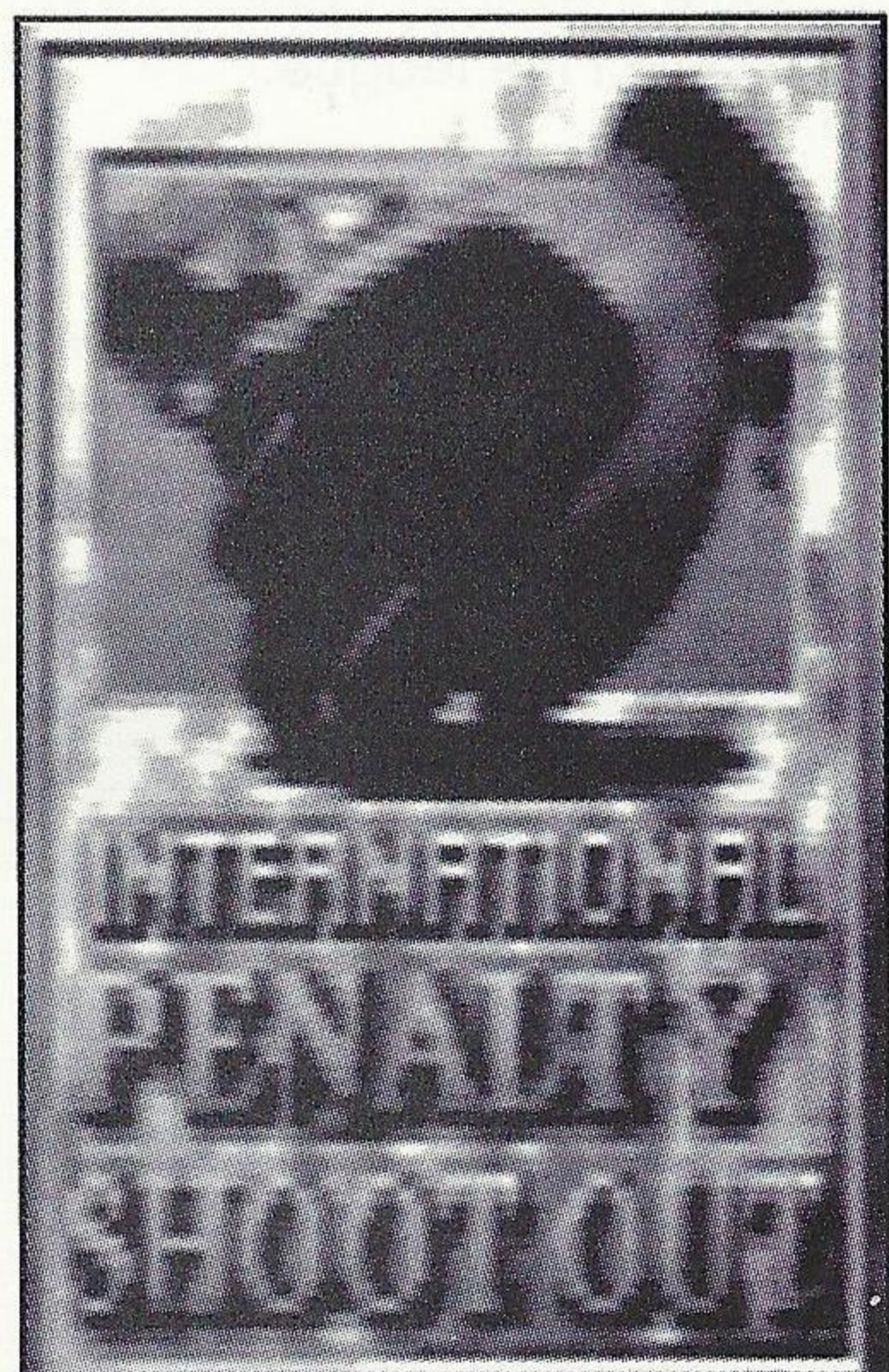


Penalty Shootout P.K.

In Penalty Shoot Out, each side is given five attempts to kick the ball into the goal. The team that scores the most wins. If the score is still tied after the attempts are made, a "sudden death" round of one kick is added. Rounds are added until only one team scores.

Hone your penalty kicks (and blocks) in the Penalty Shootout P.K. Next time you face this crucial situation in one of the other modes, you'll be ready.

Play Type (page 13)
Team Select (page 14)
Game Setup (page 15)
Match Confirm (page 16)
Match Results (pages 30-32)
Going for Another Match (page 32)



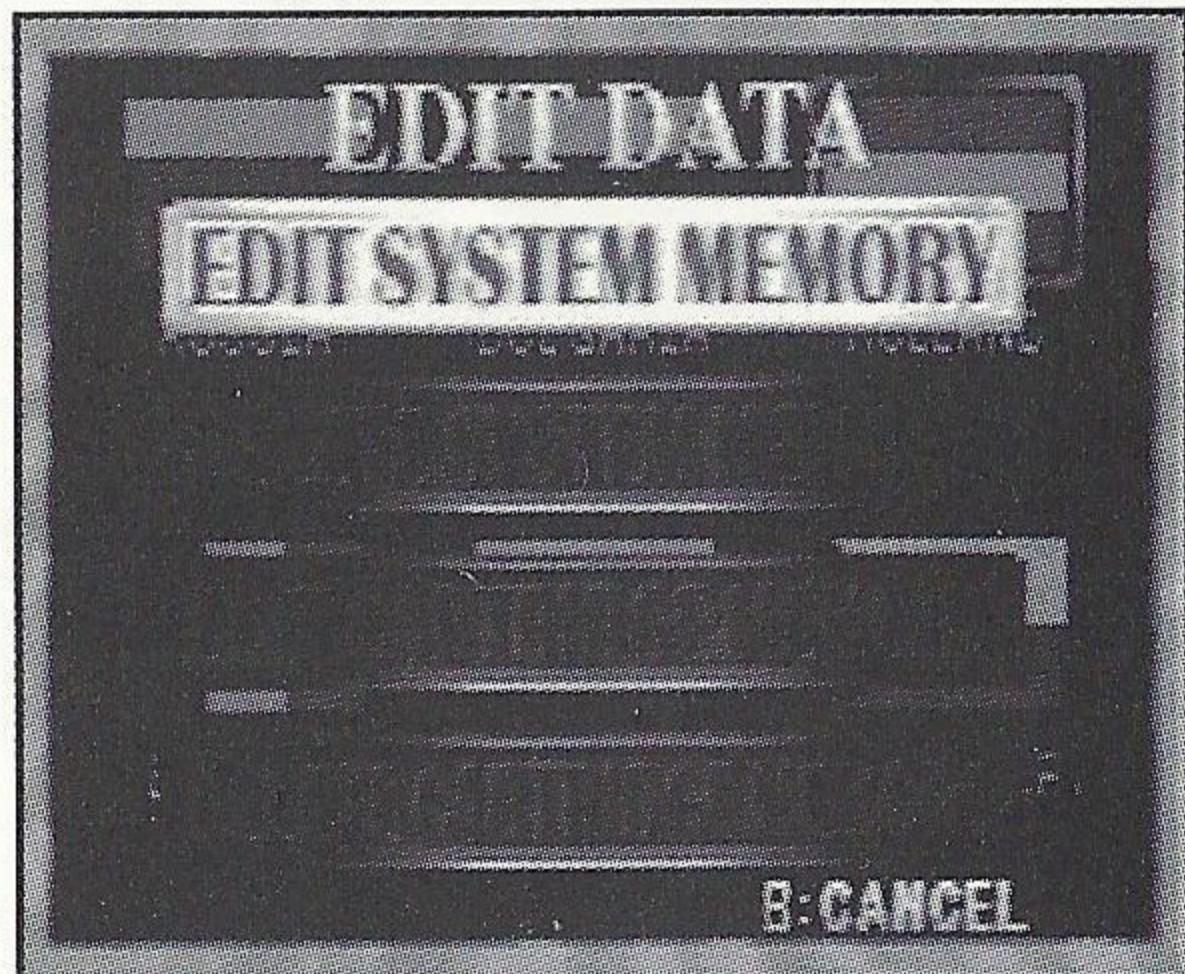
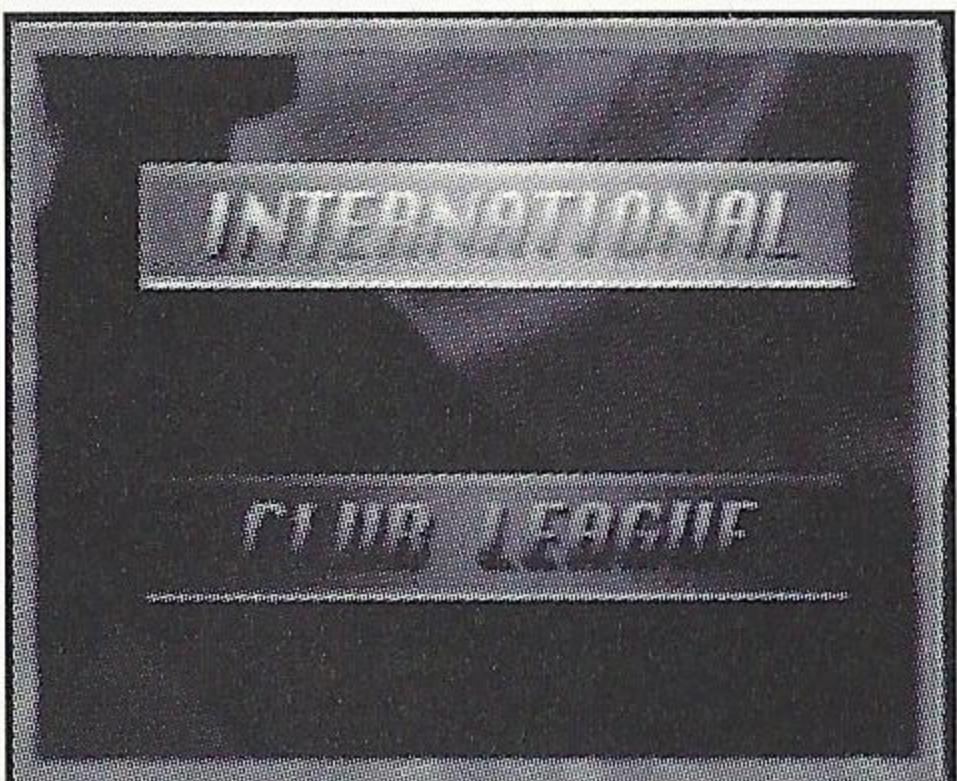


Player Edit

Take any of the teams (club or national) and edit the players' names to your heart's desire.

League Select (below)
Team Select (page 14)
Edit Data (below)
Player Select (page 9)
Name Select (page 9)
Player Edit Save (page 9)
Data Overwrite (page 9)
Data Select (page 9)

Press the D-Pad UP or DOWN to highlight, and Button A or C to select the league.



After the Team Select screen the Edit Data screen appears. Use the edit options to edit either system or cartridge data. Once you have stored data you can use the delete options to delete data and restore default data, if desired. Press the D-Pad UP or DOWN to highlight and Button A or C to select.

Select the name of the player to be edited. Highlight the name and press Button A or C.

Use the following instructions to edit the name of the selected player:

• D-Pad

Highlights characters

• Button A or C

Selects a character

• Button Z

Erases selected character (DELETE also does this)

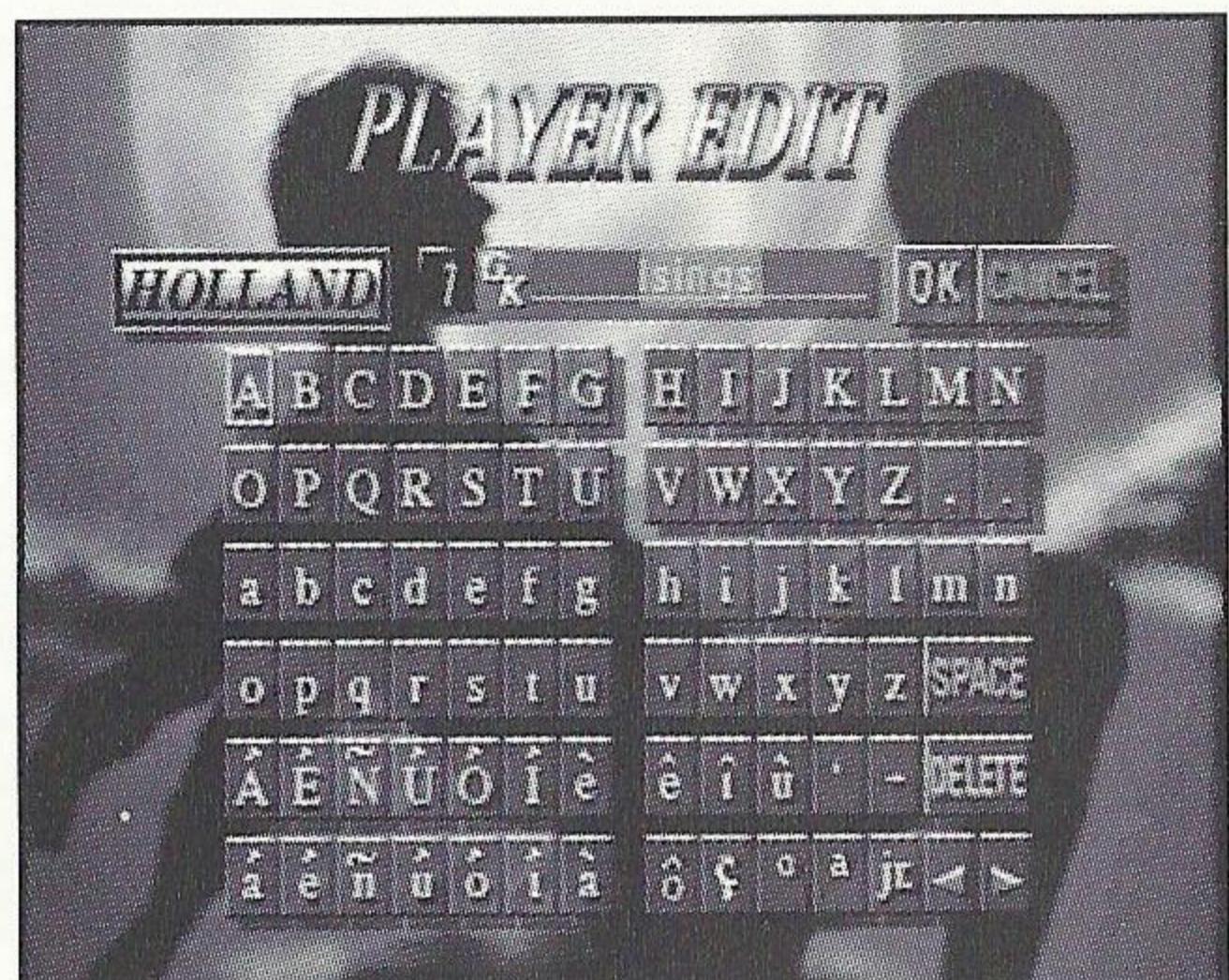
• Button L or R

Scrolls selected characters in those directions

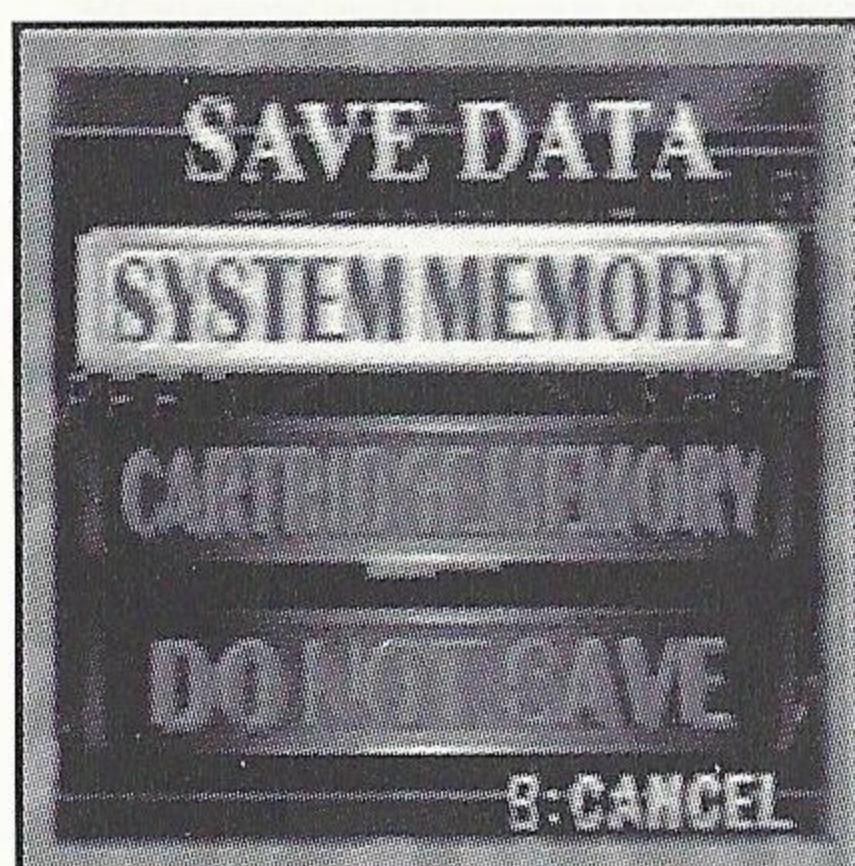
(an arrow character also does this)

• Button B

Toggles between OK and character grid

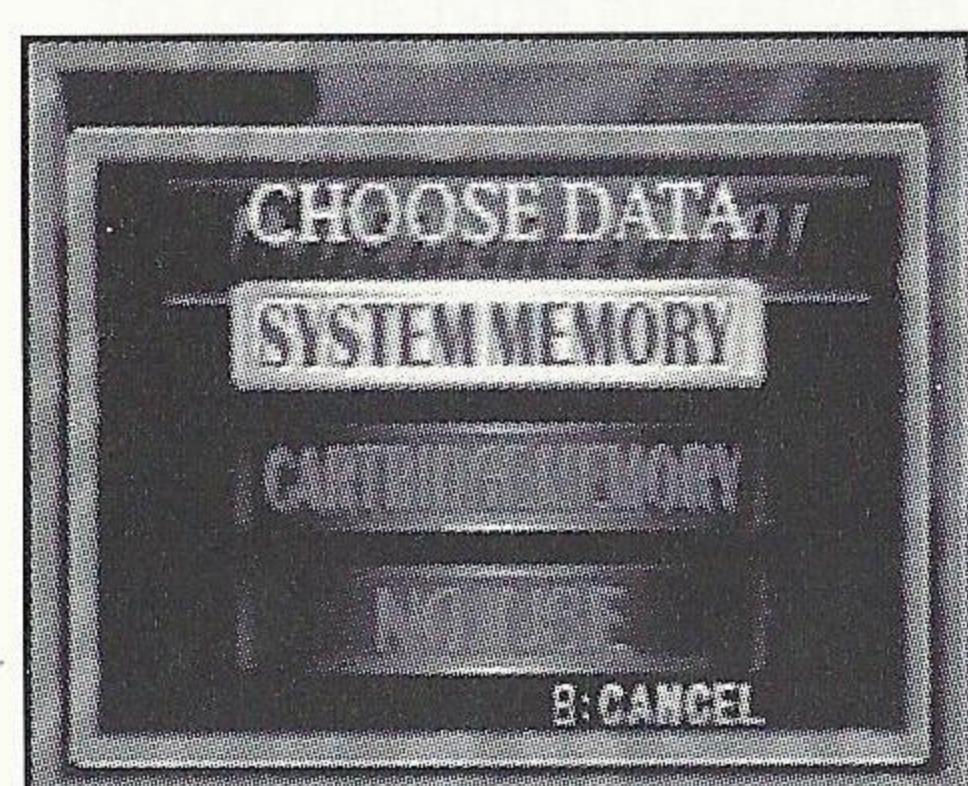
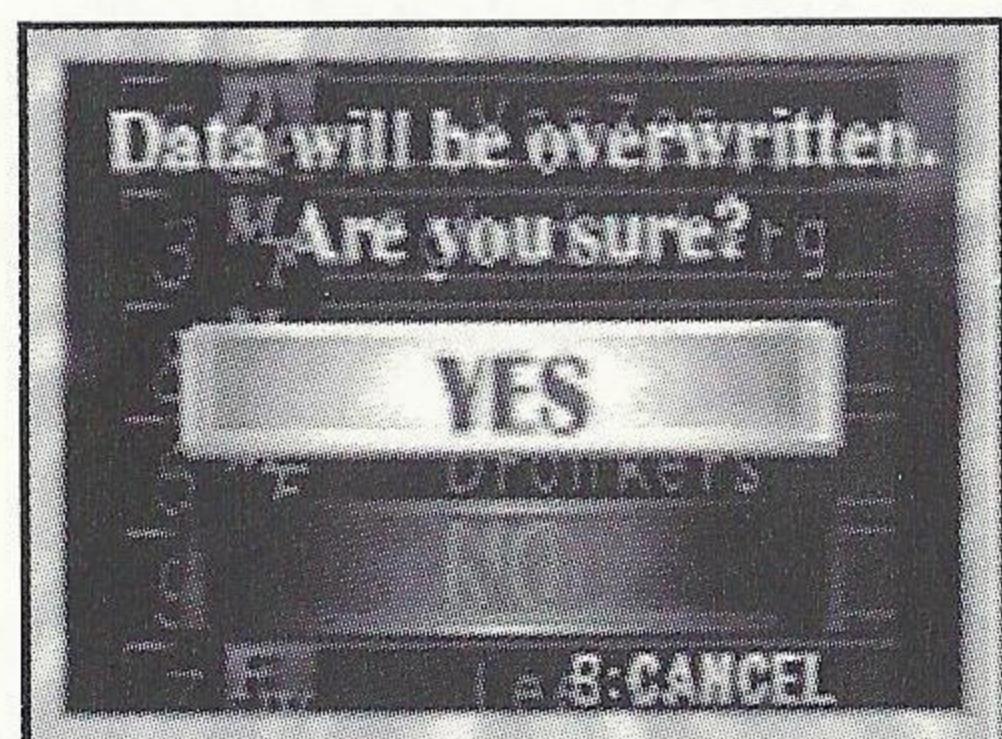


When finished, highlight OK and press Button A or C to select. Selecting CANCEL deletes the new data. Change the data as many times as desired.



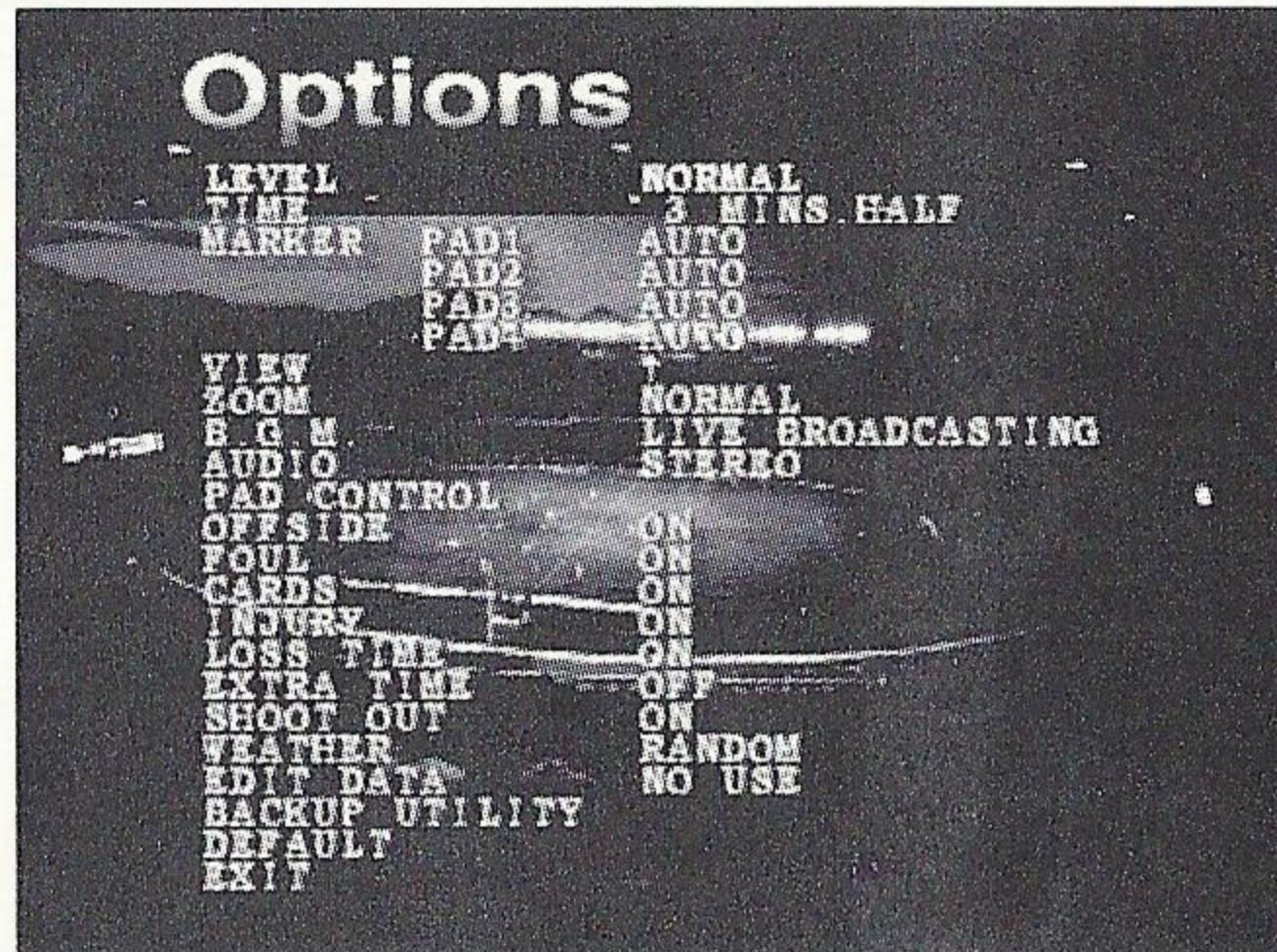
When you press Button B on the Player Edit screen you are asked where to store the data. Highlight and press Button A or C to select.

The second time you change a player's name you are asked to confirm the data overwrite. Highlight and press Button A or C to select.



Before exiting the Player Edit mode select the type of data to be used. Highlight and press Button A or C to select.

Options



There are a number of options available for your editing pleasure in Worldwide Soccer 98. Press the D-Pad UP or DOWN to highlight.

For the following options, press the D-Pad LEFT or RIGHT to change the setting.

Level (EASY, NORMAL, HARD, HARDEST)

Set the strength level for the computer-controlled teams.

Time (3, 6, 9 or 15 minutes per half)

This is real time length play.

Marker (AUTO, MANUAL)

When AUTO is selected, the Player Marker automatically moves to the soccer player nearest the ball. If MANUAL is selected, the player presses Button R to move the marker to the soccer player nearest the ball. For more on this see Player Marker, page 22.

View

Select the viewing angle for the match.

Zoom (NORMAL, LONG SHOT, CLOSE UP)

Select the viewing distance with this option. See what it's like from a bird's perspective with LONG SHOT, or get right up on the grass with CLOSE UP.

B.G.M.

Select one of the background music tracks, or LIVE BROADCASTING to hear the announcers comment on the action. For no music or commentary select NO BGM.

Audio (STEREO, MONO)

Select the setting for your television, either Stereo or Mono (monaural) sound.

Offside (ON, OFF)

Either this infraction affects your game or it doesn't.

Foul (ON, OFF)

As with Offsides, fouls are called or they aren't. Are you a gentleman or a hooligan?

Cards (ON, OFF)

Yellow and red cards are issued or they aren't a factor in your game with this option. Select OFF for Offsides, Foul and Cards and you have a game called "Bounder Ball," which vaguely resembles football but isn't.

Injury (ON, OFF)

Players either need assistance getting off the field or jump right back up and play with the pain.

Loss Time (ON, OFF)

Select to have loss time as a factor in your game or not. With this option enabled, game time taken up by injuries and Free Kicks is added to regulation time.

Extra Time (ON, OFF)

See When the Whistle Blows, page 21, for an explanation.

Shoot Out (ON, OFF)

See When the Whistle Blows, page 21, for an explanation.

Weather (RANDOM, FINE, RAIN)

With fine weather it's a lovely day for a game of football. Some prefer splashing around on the wet grass. The game changes significantly depending on the type of weather (for one, the ball doesn't travel as far when the grass is wet and muddy. Be prepared for your kicks to travel a short distance!)

Edit Data (NO USE, SYSTEM, CARTRIDGE)

Select the data type you would like to edit. System data is the game data stored in the internal RAM of the Sega Saturn. Cartridge refers to game data stored on the Sega Saturn Backup (page 3).

Press START or Button A or C to select any of the following options:

Pad Control

Use this option to change the control functions of your Sega Saturn Control Pad. Press the D-Pad UP or DOWN to select the setup type. Select one of the TYPE setups for pre-set functions or CONFIG to customize your controls. Press START or Button A or C to confirm. You can select one of the USER types after you have customized controls.

When you select CONFIG the USER spaces appear at the bottom of the screen. Select one of the USER spaces to store your customized settings by pressing the D-Pad LEFT or RIGHT and pressing START or Button A or C. To customize a setting highlight one of the functions listed on the left side of the screen by pressing the D-Pad UP or DOWN and pressing START or Button A or C.

Next, select the control from the right side of the screen. Select the control as you did the function. If desired, you can delete customized data by selecting ALL CLEAR.

When finished customizing settings, press Button B. Highlight EXIT and press START or Button A or C to confirm.

After creating customized settings you can select to use them from the Pad Control main screen or the game Pause screen (see Button Assign, page 29).

Backup Utility

This option allows you access to the internal RAM of the Sega Saturn. For instructions refer to the Sega Saturn user's manual.

Default

By selecting this option you return all of the options to the default settings.

When finished highlight Exit and press button Button A or C to return to the Mode Select screen.

Match Screens

Before Play

At any stage of pre-game selection you can press Button B to cancel or return to the previous screen.

Play Type

(Friendly Match, Club Exhibition, Penalty Shootout P.K.)



Select the type of game you would like to play. Will it be an all-human match or will you take on the computer?

A 6-Player multiplayer adapter allows more players to join the fun (see page 3).

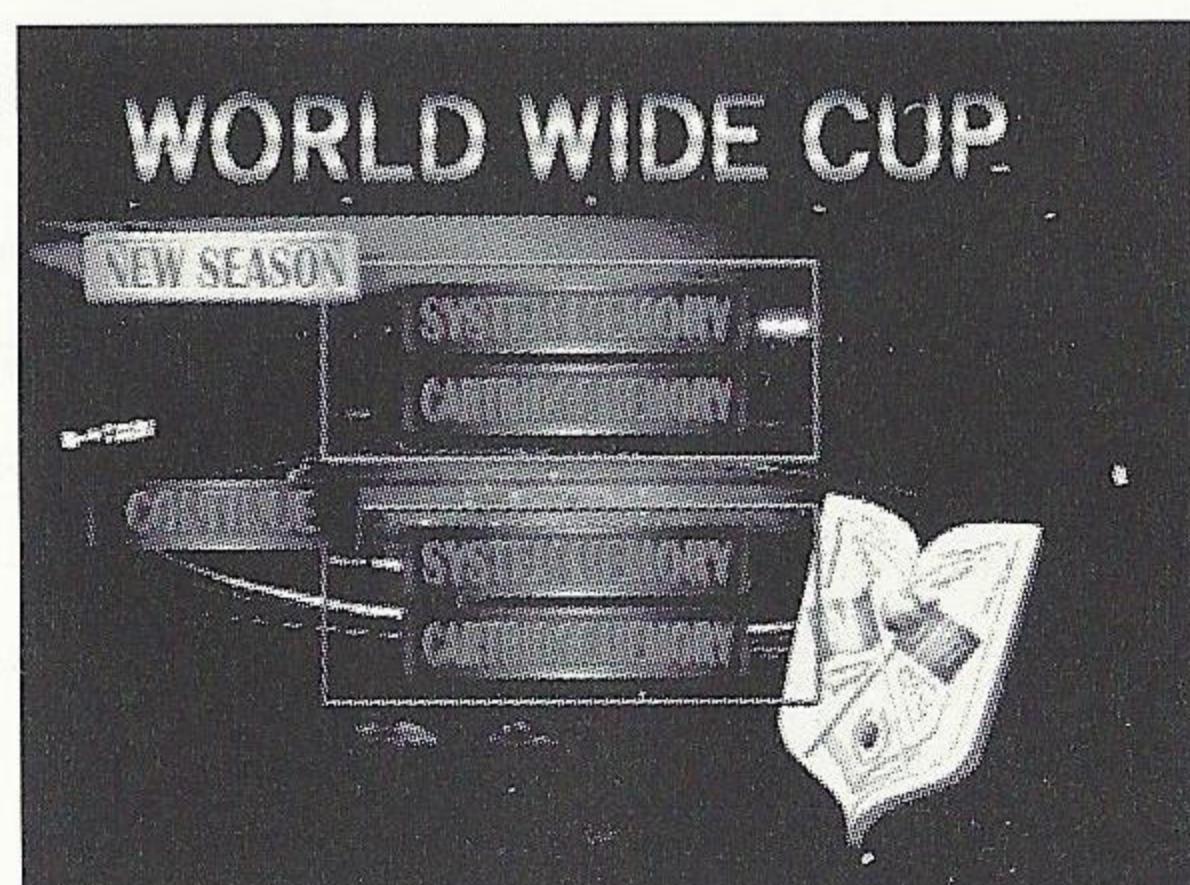
Press the D-Pad UP or DOWN to highlight, and press START or Button A or C to select.

Season Select

(Worldwide Cup, Club League)

Either start a NEW SEASON or CONTINUE one from the Season Select screen. Press the D-Pad UP or DOWN to highlight, and press START or Button A or C to select.

Save game data to either the SYSTEM MEMORY (internal RAM) or the CARTRIDGE MEMORY (Saturn Backup cartridge). You can access cartridge memory only if a cartridge is installed. Select as you did above for the season.



Participant Select

(Cup Tournament)

Select the number of teams to play in the tournament from the Participant Select screen. Press the D-Pad LEFT or RIGHT to scroll the number and START or Button A or C to select.

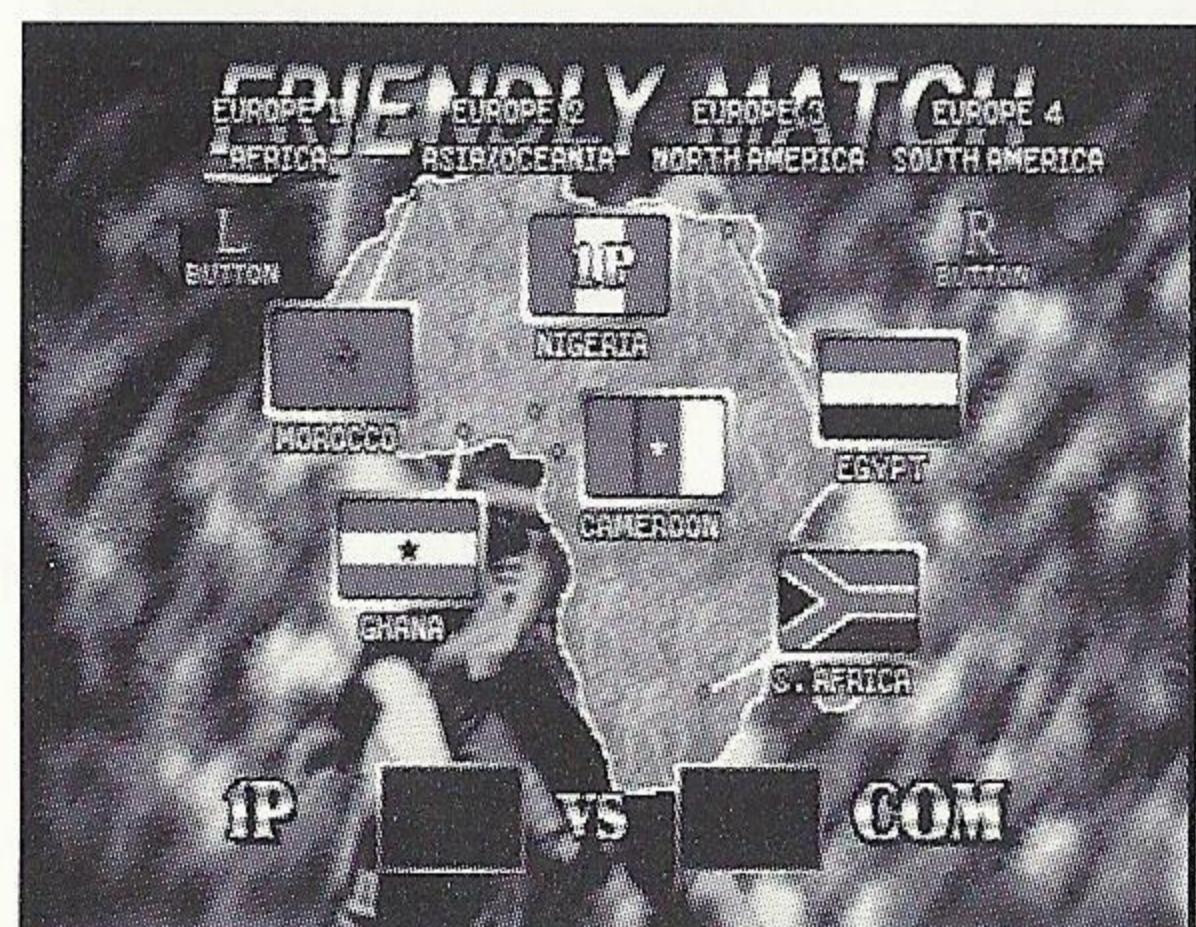


Club Select, Team Select

(All play modes)

Select that club or national team which is going to lead you to victory!

Press the D-Pad LEFT or RIGHT to highlight the displayed teams, or press Button L or R to bring up the next set of teams. Before selecting a team, you can compare the strengths of the teams currently displayed. Press Button X or Z, and refer to the following information:



RUN Team overall speed

OFF Team offensive strength

STM Team stamina

G.K. Keeper ability

DEF Team defensive strength

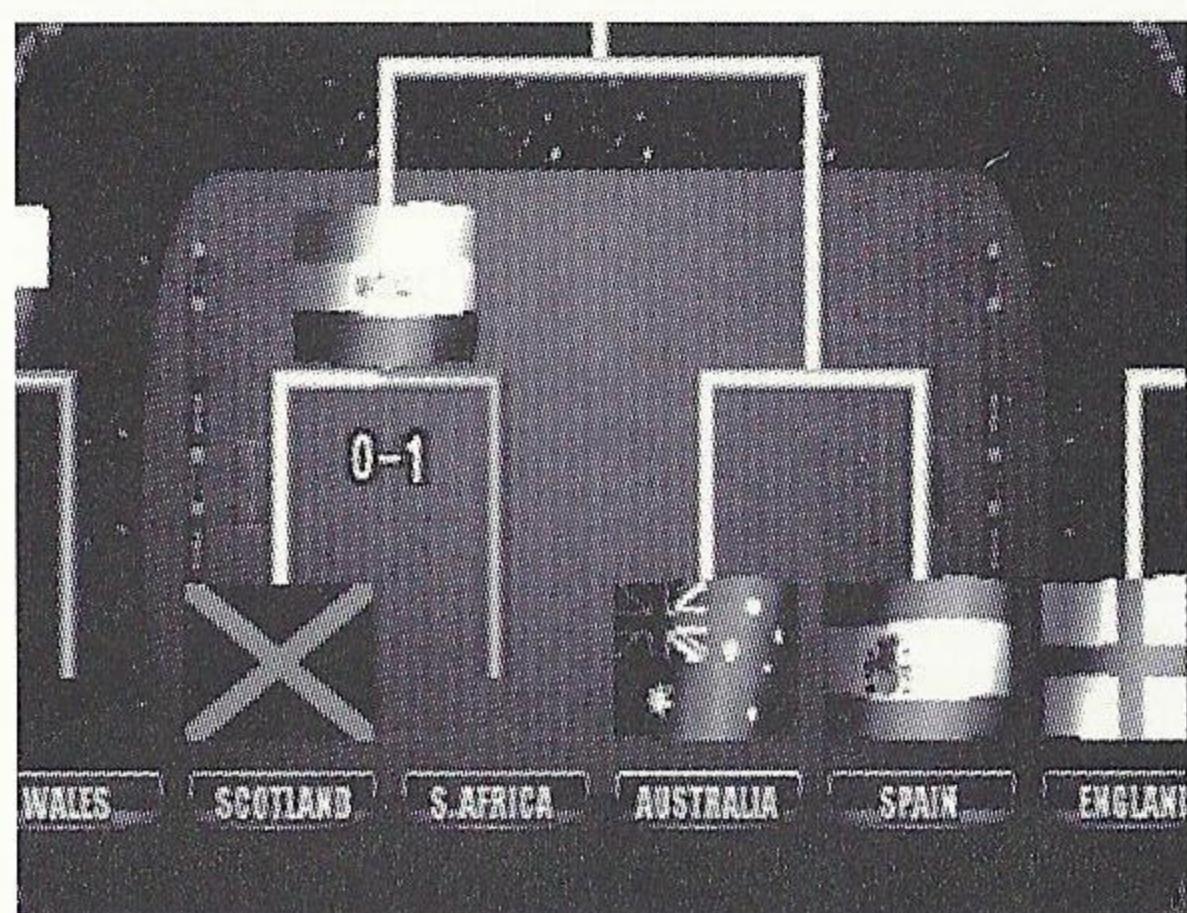
Also listed is the play formation (or system, which is listed as SYS). Press Button B to return to the Team Select screen.

When you have found your dream team (or the next best thing), press START or Button A or C to select. Confirm your selections by pressing START or Button A or C.

Note for Cup Tournament

Set each team as a one-player, two-player, or computer-controlled team. If you select a two-player team, all other teams must be set as computer-controlled. Press the D-Pad LEFT or RIGHT to select the team type and press START or Button A or C to select.

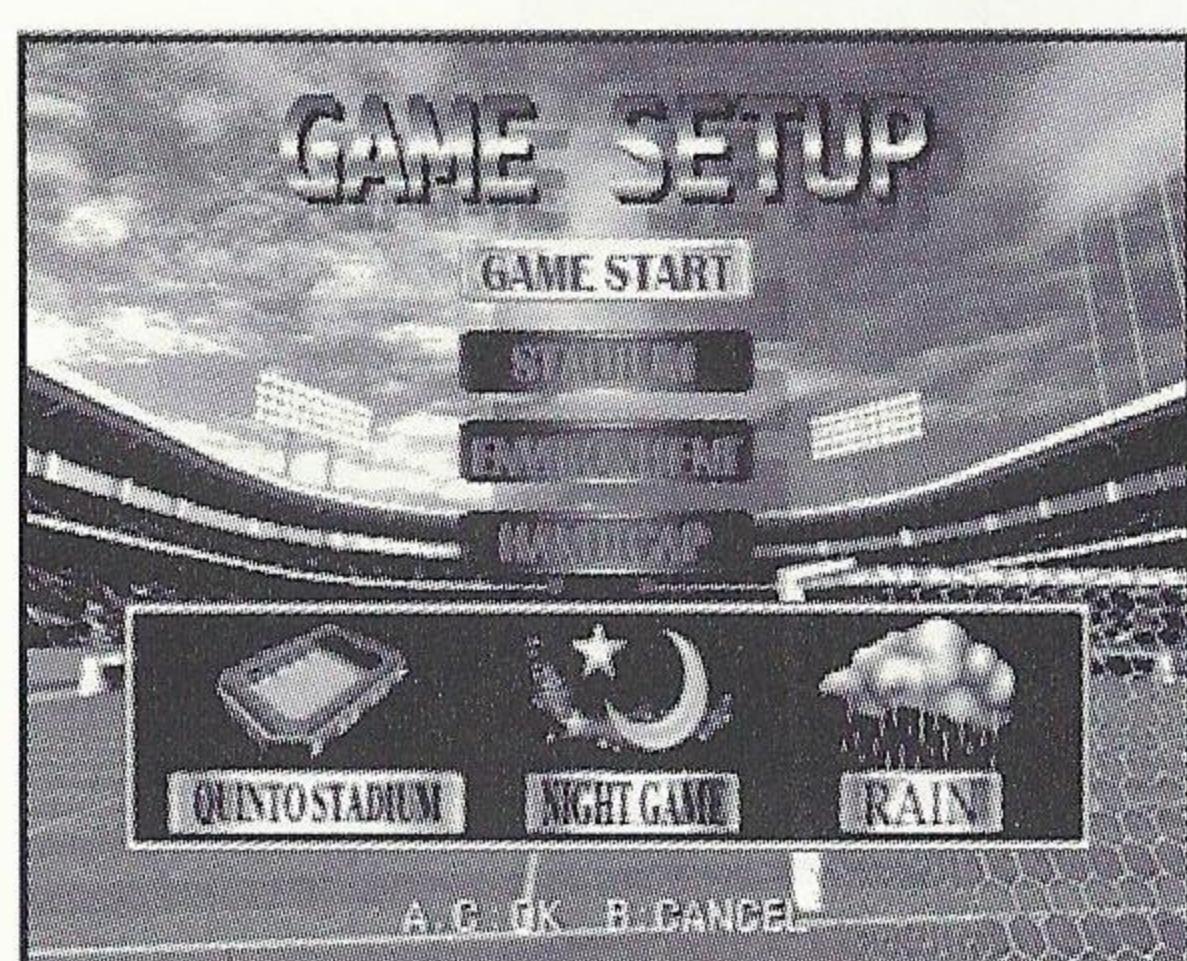
Playoffs Tree (Cup Tournament)



The Playoffs Tree displays the team matchups. Press START or Button A or C to have the first match begin. If the match is an all-computer battle, only the score is displayed.

After a match is over press START or Button A or C to forward to the next match.

Game Setup (Friendly Match, Club Exhibition, Penalty Shootout P.K.)



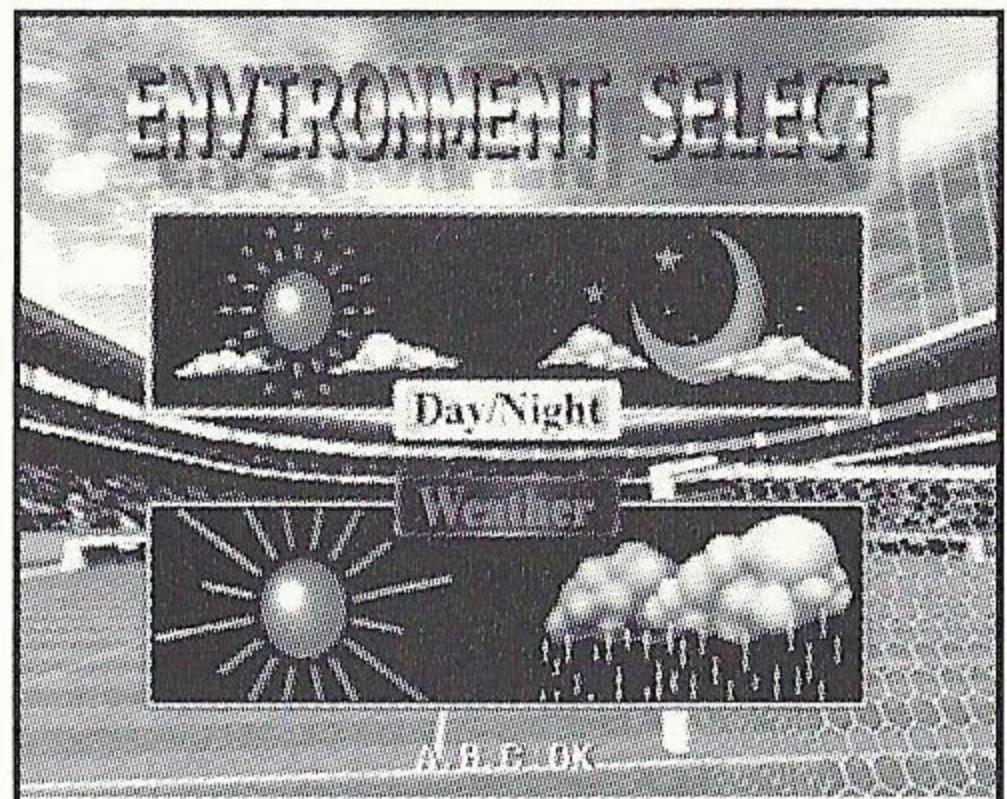
Time to make those little adjustments which can make a big difference to your game. Access STADIUM to change the location of your match, ENVIRONMENT to modify the outdoor conditions, or HANDICAP (in all-human matches) to even the playfield. After changes are made, select GAME START to head to the stadium. Press the D-Pad UP or DOWN to highlight, and START or Button A or C to select.

Stadium

Five arenas to choose from! Press the D-Pad LEFT or RIGHT, then press START or Button A or C to select.



Environment

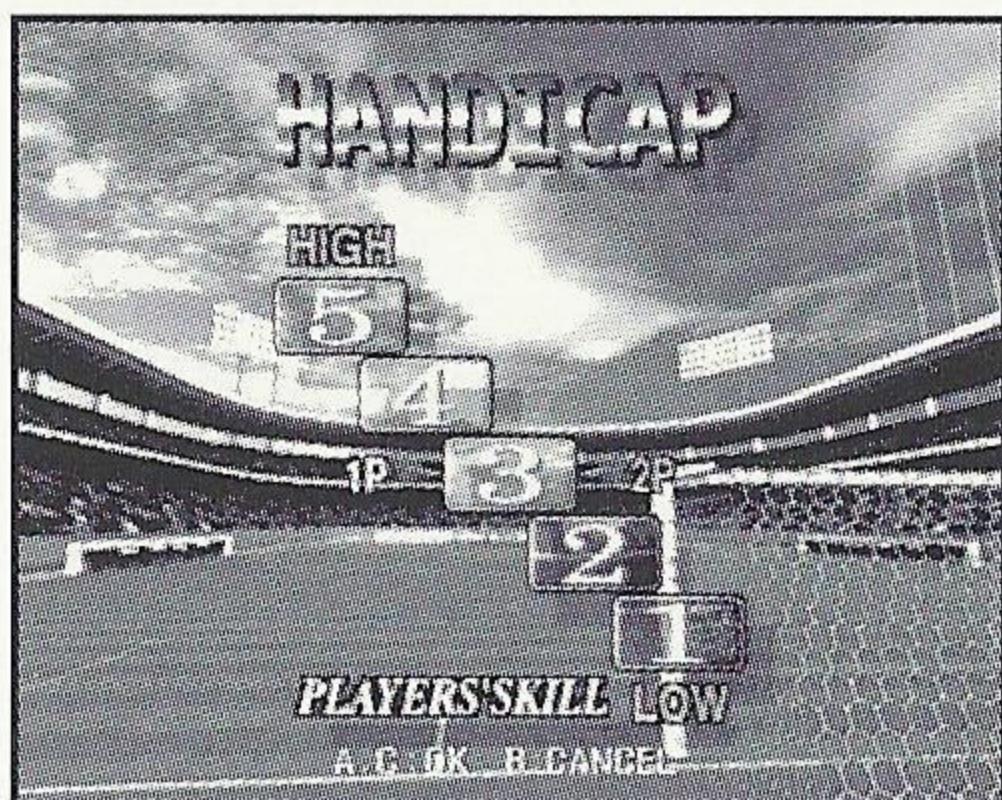


Someone once said "neither rain nor darkness can stop a dedicated football player". Actually, no one probably ever did, but you get to find out anyway if you like. Press the D-Pad LEFT or RIGHT to select a night or day game, then do the same for either sunny or rainy conditions.

Handicap

Need a little push to take on your friend (who bought this game a week earlier than you did, practiced, and beats you every time you play)? Demand a fair battle!

The Handicap option evens the odds. There are five settings available. The higher the setting, the better your players perform in general. Press the D-Pad to highlight, and press START or Button A or C to select. Once both players have chosen, the screen returns to the main Game Setup screen.



Match Confirm (All play modes)



Screens don't get much easier than this. Once you are done admiring your team's flag (and hissing at your opponent's), press START or Button A or C.

At the Stadium

Strategy Screen



Make strategic decisions for your team with this screen. You might find that some of the option settings work better than others for you. The default settings for the options are displayed on this screen. Press the D-Pad UP or DOWN to highlight and press START or Button A or C to access any of the options.

OK	Go straight to the kickoff
TACTICS	Set overall team playing style
SYSTEM	Select team play formation
DEFENSE TYPE	Select team defense formation
KICKER SELECT	Choose which player(s) will take Free, Corner and Penalty Kicks
CHANGE MEMBERS	Substitute members of your team
OPPONENT MEMBERS	Review the enemy lineup

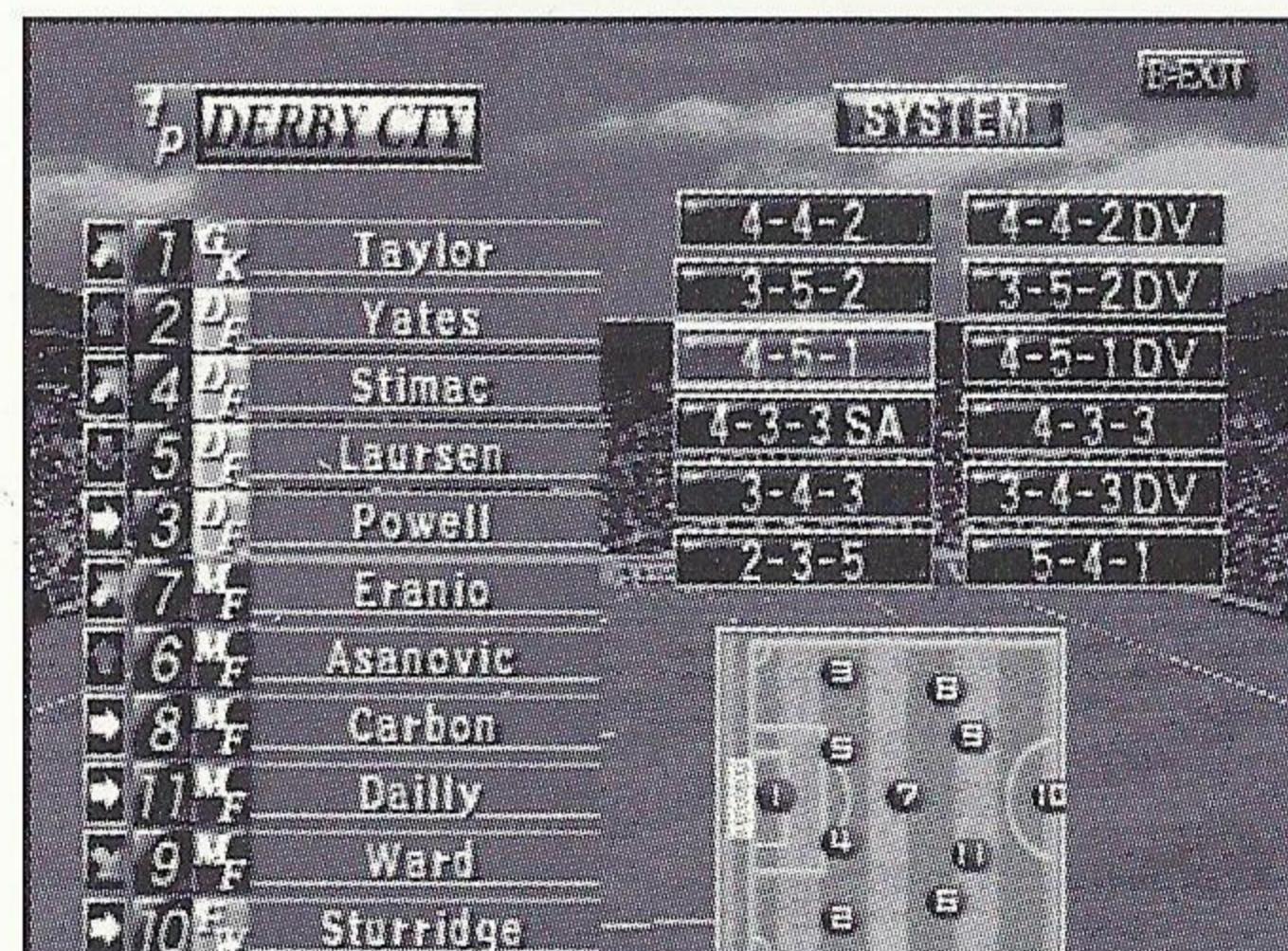
Tactics

Select the team's overall playing style by pressing the D-Pad in any direction to highlight, then START or Button A or C. Choose from the following:

NORMAL
DEFENSIVE
RIGHT SIDE UP
CENTER UP

OFFENSIVE
COUNTER ATTACK
LEFT SIDE UP

System



Refer to the chart below to help you decide which type of team formation you would like to use. When you scroll the formation types by pressing the D-Pad in any direction, the team formation changes in the window at the bottom of the screen. Press START or Button A or C to select the formation.

System	Defensive Strength	Midfield Strength	Forward Line Strength
4-4-2	Solid	Solid	Light
3-5-2	Moderate	Solid	Light
4-5-1	Solid	Solid	Light
4-3-3 SA	Solid	Moderate	Moderate
3-4-3	Moderate	Solid	Moderate
2-3-5	Light	Moderate	Solid
4-4-2 DV	Solid	Solid	Light
3-5-2 DV	Moderate	Solid	Light
4-5-1 DV	Solid	Solid	Light
4-3-3	Solid	Moderate	Moderate
3-4-3 DV	Moderate	Solid	Moderate
5-4-1	Solid	Solid	Light

"DV" formations are especially useful for play up the sides of the pitch.

"SA" denotes "South American" style. The 4-3-3 SA formation is a favorite among many South American teams.

Defense Type

LINE DEFENSE sets all of your defenders in a line extending the width of the field. SWEEPER places one of your players behind the defense line (his role is to stop the attack as a last ditch effort before the attack can advance to the goal). Highlight and press START or Button A or C to select.

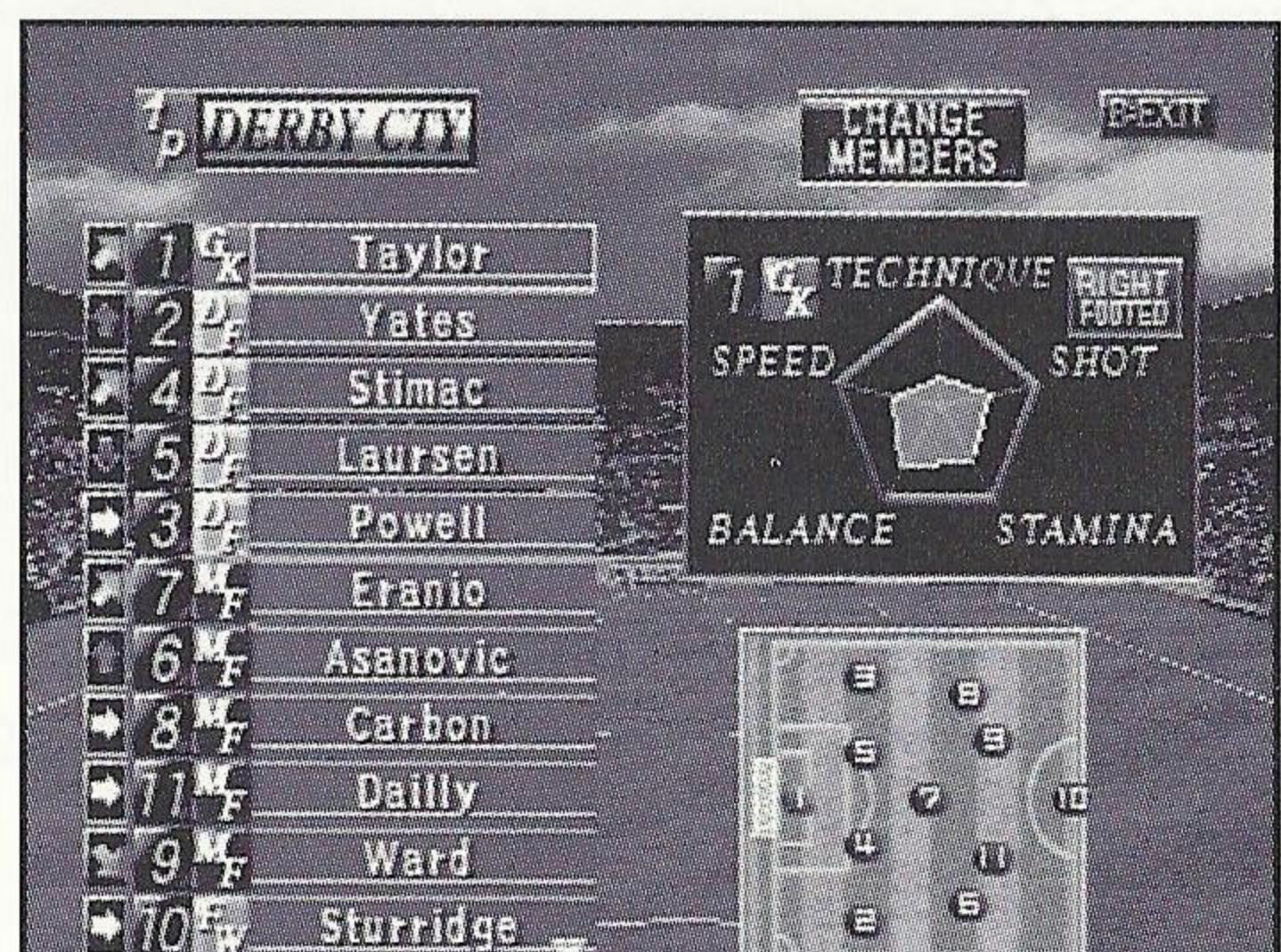
Kicker Select

Press the D-Pad UP or DOWN to select the kick type. Press the D-Pad LEFT or RIGHT to select the player you want to take the kick.

Change Members Screen, Opponent Members Screen

There are two level ratings on this screen which can give you an idea of what kind of players are on your team.

The symbol next to the player's name indicates his overall condition. Use the guide below to help you when deciding who's playing the match, and who might need to take a day off from the office (eh, field).



Red Arrow

The best you could hope for. This player is in peak condition.

Orange Arrow

Nothing wrong here! This player is ready to go.

Yellow Arrow

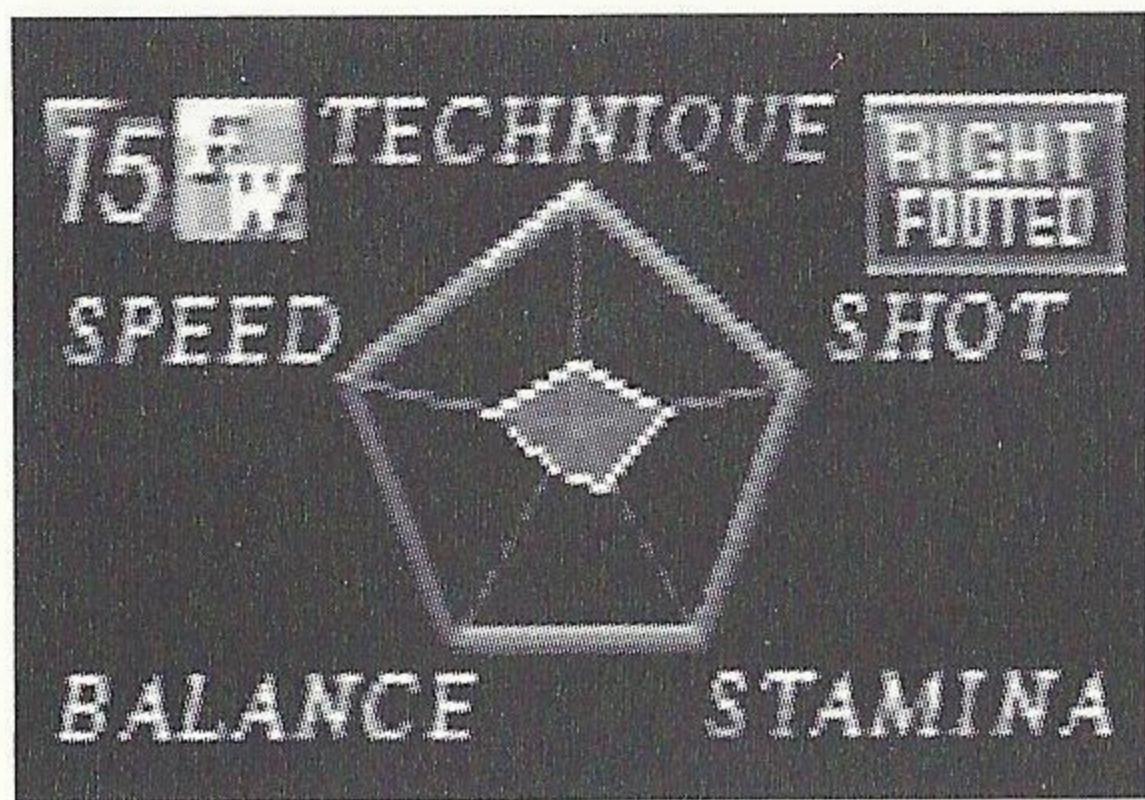
Fair condition. It's best to keep this player in the lineup.

Green Arrow

Below the level. Playable, but if there is a player in better condition, substitute.

Blue Arrow

Poor condition. This player needs a rest!



The pentagon at the top of the screen displays the skill levels of the players. The more area in the pentagon filled, the better the player.

Change Members

Substitute players before or during the match with this option.

Press the D-Pad UP or DOWN to highlight the player to be replaced and press START or Button A or C to select. The names of eligible substitutes are listed. Press the D-Pad UP or DOWN to scroll through the list of substitutes. Refer to the skill charts on right side of the screen to help you make the selection. Press START or Button A or C to select.

Opponent Members

Learn the strengths and weaknesses of your computer opponent's players before or during battle (too bad it can't do the same to you...or can it?). Press the D-Pad UP or DOWN to scroll through the list. Refer to the skill chart on the side of the screen.

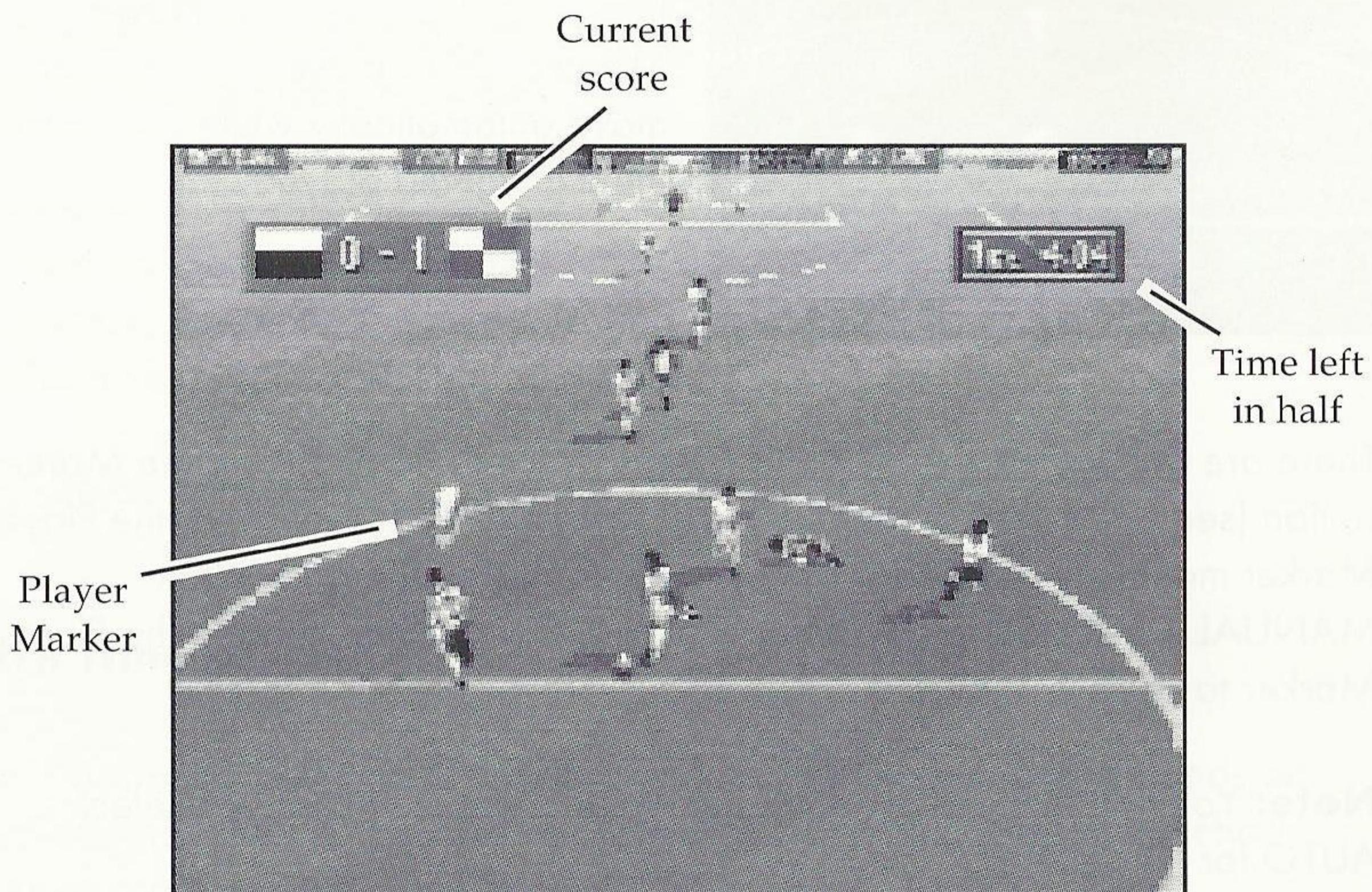
From Option to Option...

There are two ways you can advance through the Strategy screen options. One way is to select an option, press Button B to return to the main Strategy screen, and select the next option. Alternatively, when one of the options is accessed, you can press Button L or R in any of the option screens to bring up the next option screen.



WHEN THE WHISTLE BLOWS

The Pitch



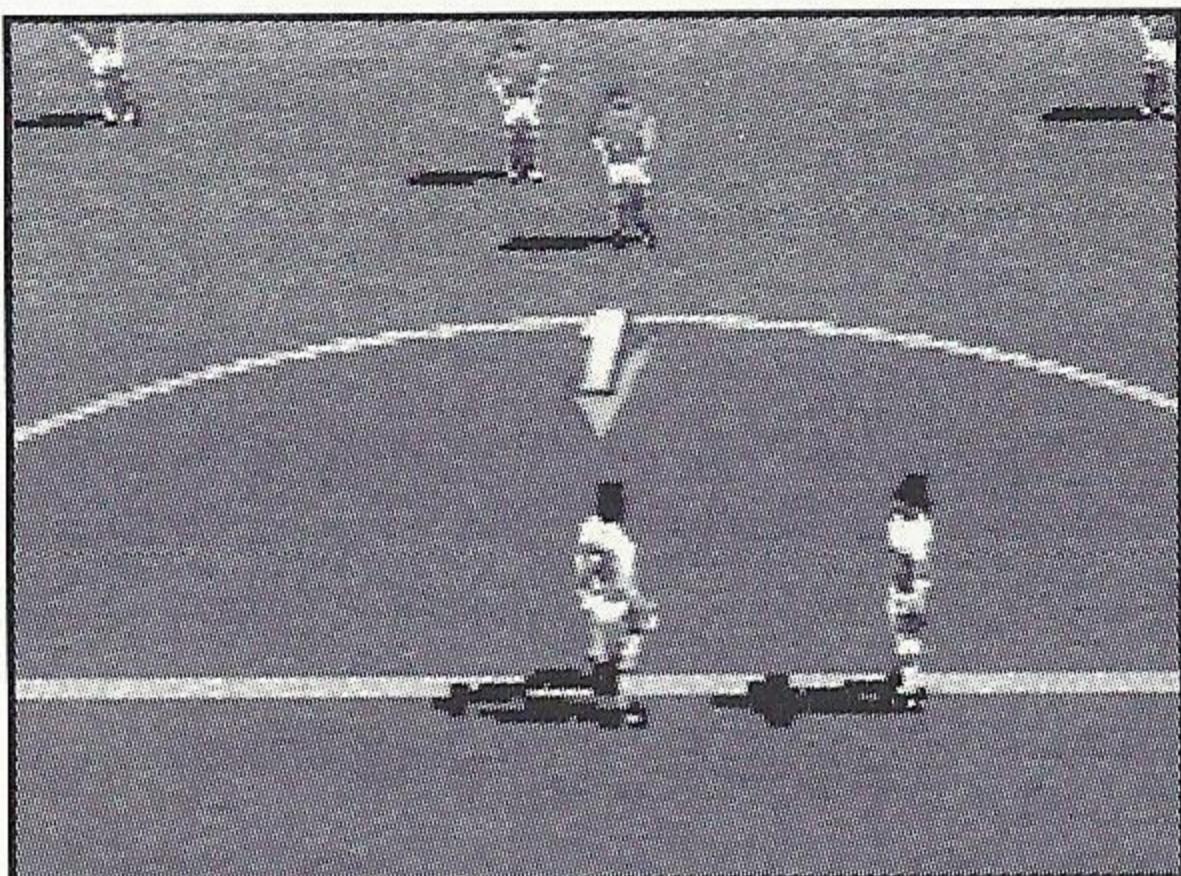
A Little Intro to Football

(or soccer, as it is called in some parts of the world)

Football is divided into two halves. Your goal is simple (no pun intended): kick, head or get the ball into the other team's goal any legal way you can as many times as you can. The winner is the team that has scored more goals than the other at the end of two halves. Just how many minutes a half lasts in Worldwide Soccer 98 is for you to decide before the match (Time option, page 10).

The team who kicks off first gets the match started by pressing Button B.

The Player Marker



The player you are currently controlling is highlighted by the Player Marker. Other players on your team move automatically while you control the highlighted player.

There are two settings, AUTO and MANUAL, in the Options screen Marker option (see page 10). Before the match, when AUTO is selected, the Player Marker moves automatically to your player nearest the ball. When MANUAL is selected, press Button R during the match to change the Player Marker to another player.

Note: You can manually change the Player Marker even if you select AUTO for the setting.

Professional Fouls

Should you make your player do something dastardly during the match (you'll know when you perform an illegal move), you risk incurring the wrath of the referee. Judgement comes in three forms.



Free Kick

The opposing team is awarded a Free Kick. This is for lesser offenses such as heavily bumping an opposing player.

Yellow Card

The more dangerous the play, the more severe the penalty. If the referee penalizes one of your players with the Yellow Card, this is his way of warning you that another such dangerous play performed by that player will not be tolerated. In other words, one more Yellow Card or a Red Card and that player is sent off the pitch. The player cannot be replaced. To top things off, the opposing team gets a Free Kick.

Red Card

The most dangerous kinds of play (such as slide tackling from behind) run you the risk of earning the infamous Red Card. Your player is sent packing, and the other team is awarded a Free Kick.

For more on cards and fouls, see the Options screen (page 11).

Extra Time or Shootout?

What happens at the end of regulation time if the score is tied depends on your Options screen Extra Time and Shoot Out settings. Refer to the chart below to see the course your match takes.

If...

Then...

Extra Time is set to OFF and Shoot Out is set to OFF.

The game ends in a draw.

Extra Time is set to OFF and Shoot Out is set to ON.

A Penalty Shoot Out ensues.

Extra Time is set to ON and Shoot Out is set to ON.

A period of overtime is played. If the score is still tied then another period is played. In the event the score is still tied a Penalty Shoot Out ensues.

Extra Time is set to ON and Shoot Out is set to OFF.

A period of overtime is played. If the score is still tied then another period is played. In the event the score is still tied the game ends in a draw.

Making a Move

A diagram of the major moves for your game controller is available if you access the Options screen Pad Control option (page 12). So what are you waiting for? Get moving and master the fundamentals. Once you get them down you'll be hard to beat! Remember, there are more moves you can perform than the ones listed. Experiment to find them!

For many of the moves, you can set the direction where you want the ball to go by first pressing the D-Pad, then performing the move.

On Offense

Scoring

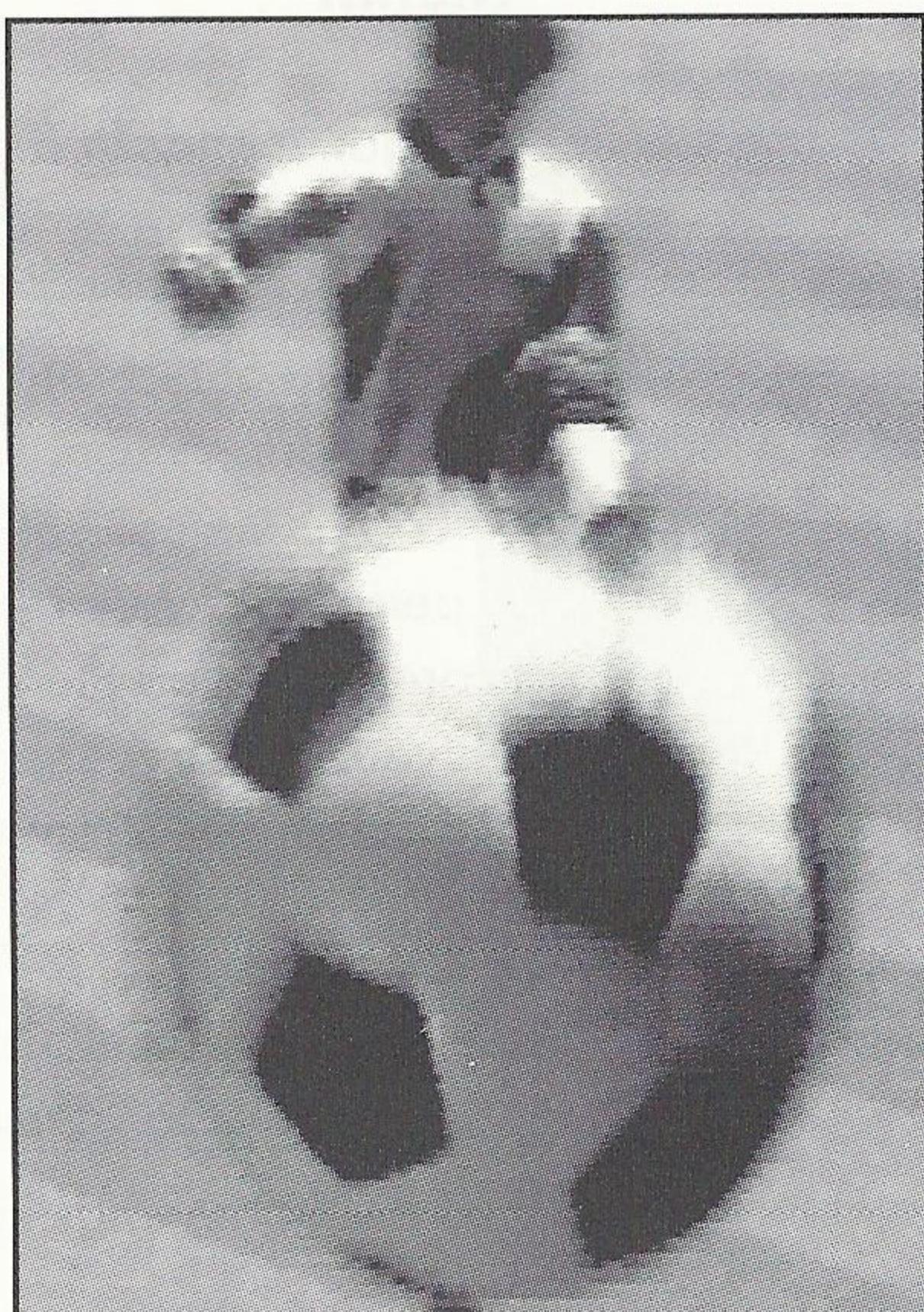
Grounder

A

Solid Shot

A (press and hold)

**Note: The D-Pad is not needed to set the direction of the kick.
All scoring shots head directly to your opponent's goal.**



Passing

Centering	C (when at opponent's end of the pitch)
Chip Kick	D-Pad, CC
Grounder Pass	D-Pad, B
Lob	D-Pad, C

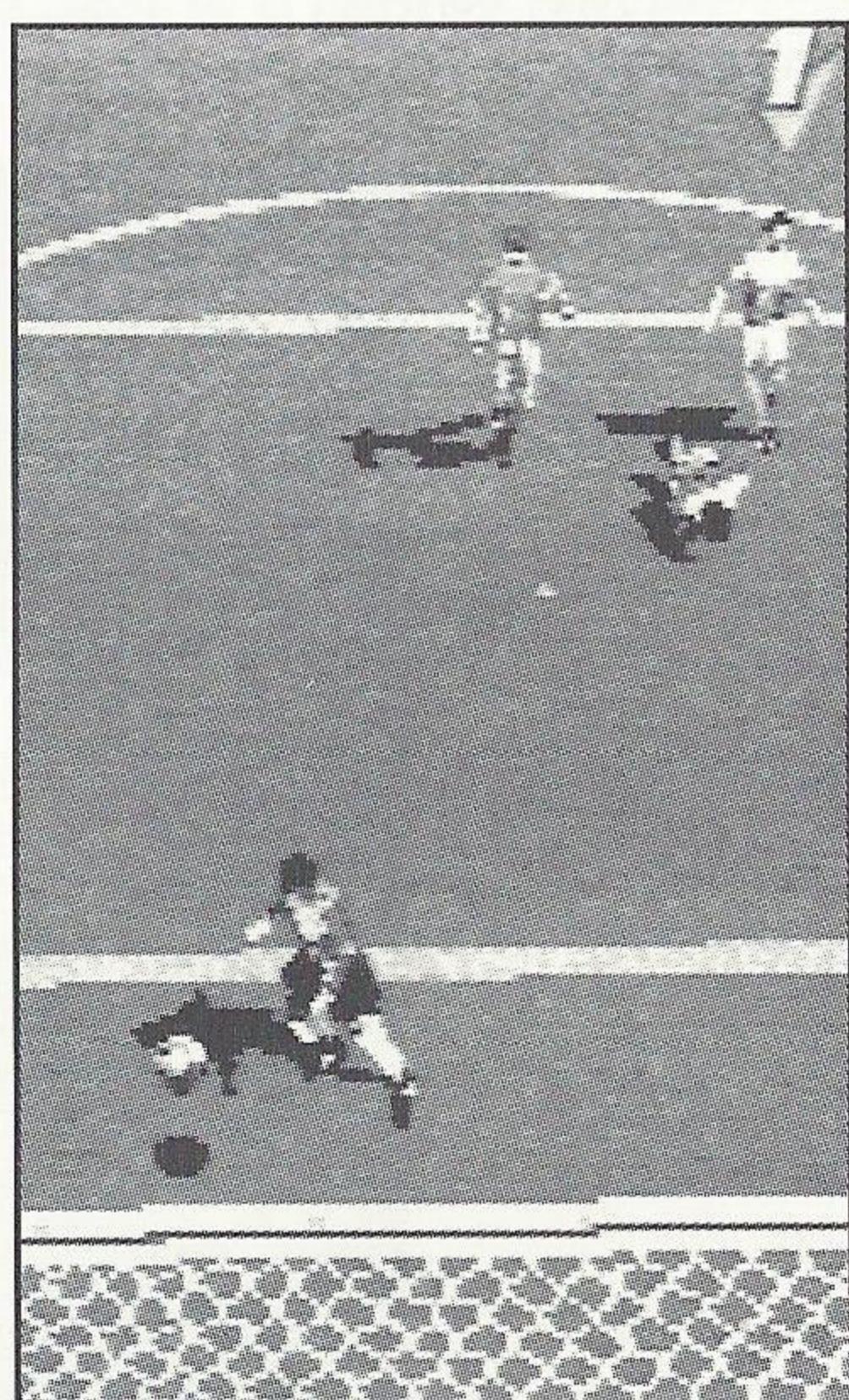
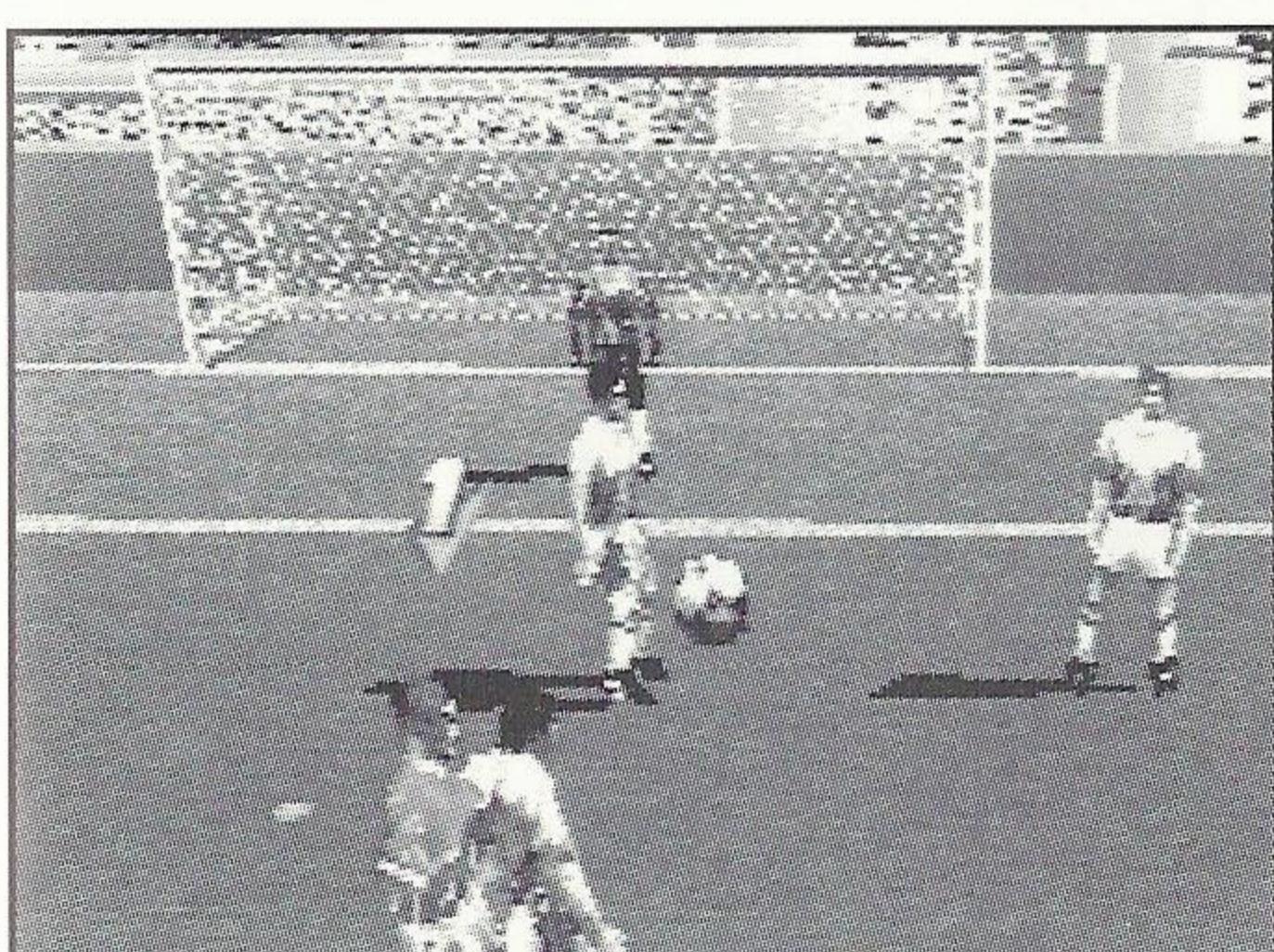
Note: For all passes except centering, use the D-Pad to set the general direction of the pass first, then perform the pass.

Specialty Moves

Feint	D-Pad twice (to the LEFT or RIGHT of the direction the player is facing)
-------	--

Coaching

Pressing	Y
Overlapping	Z



On Defense

Player Moves

Shoulder Charge
Slide Tackling

D-Pad, B (near opponent)
D-Pad, A

Note: Use the D-Pad to direct the above defensive moves, then perform the move.

Keeper Moves

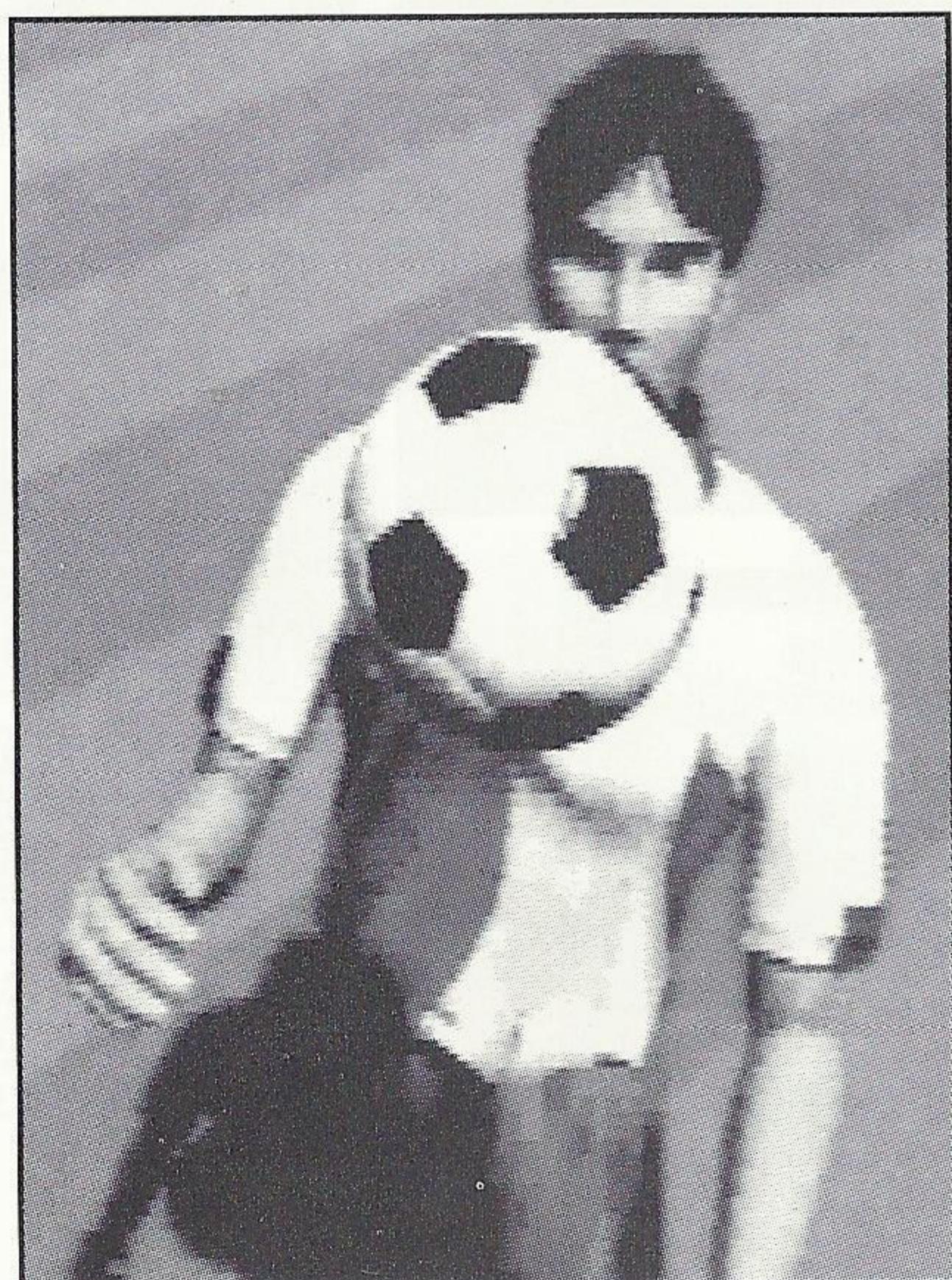
Keeper Activation
Keeper Throw
Keeper Kick

X
D-Pad, B
D-Pad, C

Coaching

Pressing
Offside Trapping
Man-to-man

Y
Z
Y + Z



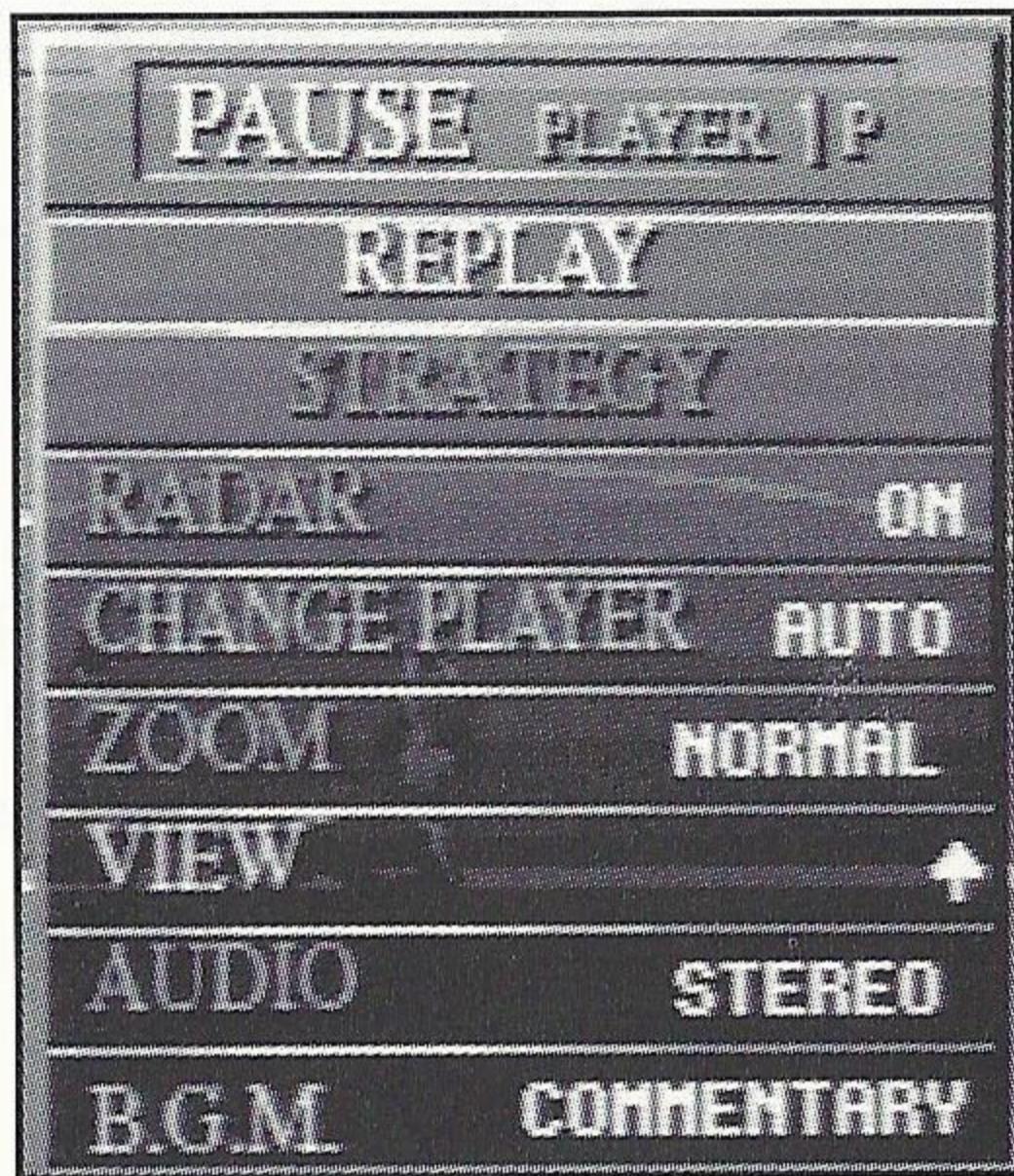
On Offense or Defense

Dash	L, or the D-Pad twice in the direction the player is facing
Dash cancel	D-Pad twice in the opposite direction the player is facing
Direct Centering	C (when the ball is airborne and when near opponent's goal)
Direct Lob	C (when the ball is airborne)
Direct Pass	B (when the ball is airborne)
Header	BBB... or CCC... (when the ball is airborne)
Player Marker Change	R

Specialty Plays

Corner Kick	D-Pad, A (for a low, fast kick to the opponent's goal area)
	D-Pad, B (for a pass to a nearby player)
	D-Pad, C (for a lob to the opponent's goal area)
Free Kick	D-Pad, B (for a pass to a nearby player)
	D-Pad, C (for a long kick upfield)
Goal Kick	D-Pad, B (for a short kick to a nearby player)
	D-Pad, C (for a long kick upfield)
Penalty Kick	D-Pad (LEFT or RIGHT) + A (for a high kick)
	D-Pad (LEFT or RIGHT) + B (for a low kick)
Penalty Block	D-Pad (LEFT or RIGHT) + A or B
Throw-in	D-Pad, B (for a short throw)
	D-Pad, C (for a long throw)

Pause Screen



Press START during gameplay to bring up the Pause screen. From this screen you can change game features.

Below is a list of the Pause screen features. Refer to the list to help you make changes. Press the D-Pad UP or DOWN to highlight an option. Refer to pages 10-12 for the Options screen.

Replay

Sega Worldwide Soccer 98 allows you to review the great goal you just scored or that incredible game-saving block you just made. Actually, you can review any previous play in forward, reverse, or even frame-by-frame! You can use this at any time during the game. Access the feature by pressing START or Button A or C. Then press:

- A to have the clip play in reverse
- B to have the clip play forward
- C to have the clip advance a frame

You can also press:

- X to rotate the view of the pitch clockwise
- Z to rotate the view of the pitch counter-clockwise
- L to zoom towards the pitch
- R to zoom away from the pitch

When finished press START to return to the Pause screen.

Strategy

Access the Strategy screen (pages 17-20) when the ball is not in play. If you try to access this while the ball is in play the arrows indicate that you need to wait until play is stopped. Press START or Button A or C to bring up the Strategy screen.

Radar

A small map of the pitch with player locations displayed appears when this option is enabled. Press the D-Pad LEFT or RIGHT to select ON to have the radar displayed or OFF not to have it displayed. Although this feature can be enabled anytime, it is especially useful for beginner players.

Change Player

Select MANUAL or AUTO for the Player Marker option. For more info, refer to the Marker option on the Options screen (page 10).

Zoom, View, Audio, B.G.M.

These options are the same as those listed on the Options screen (pages 10-11). Press the D-Pad LEFT or RIGHT to select.

Button Assign

Select one of the default or customised control settings. Press the D-Pad LEFT or RIGHT to select. Refer to Pad Control in the Options screen (page 12) for more info.

Quit Game

Press Button A or C when this feature is highlighted. Press the D-Pad LEFT or RIGHT to confirm either YES or NO and press START or Button A or C again.



Post-match Screens

Match Results

(All play modes)



This screen displays the final score and scoring per half. Plus, for you statistics fans out there, many stat screens are available.

MATCH FACTS for team statistics

GOALS for a list of all the scorers of the match

PLAYER FACTS for individual statistics of either team's players

Press the D-Pad LEFT or RIGHT to highlight and START or Button A or C to select. When finished press Button B to return to the Match Results main screen.

Match Facts

4	SHOTS	8
50%	POSSESSION	50%
51	PASSES	29
0	P.K.	0
1	C.K.	0
1	F.K.	0
0	OFFSIDES	0
5	SAVES	3
0	FOULS	1
0	YELLOW CARDS	0
0	RED CARDS	0

SHOTS	(Shots on goal)
POSSESSION	(Percentage of time team controlled the ball)
PASSES	(Total number of successful passes)
P.K.	(Penalty kicks)
C.K.	(Corner kicks)
F.K.	(Free kicks)
OFFSIDES	(Total number of times your team was offside)
SV.	(Saves)
FOULS	(Total)
Y.C.	(Yellow Cards received)
R.C.	(Red Cards received)

Scroll though the team stats by pressing the D-Pad UP or DOWN.

Goals

The players who scored and the time during the game they scored are listed on this screen.



Player Facts

A screenshot of the Player Facts screen. On the left, there is a vertical list of player names: Carmichael, Schwab, Lyons, Griffin, Caffee, Murphy, Nielsen, Moorhouse, Jackson, Bourdet, and Oldemeyer. To the right of this list is a table with five columns: GLS, SHOT, ASST, SY., and INT. The data for each player is as follows:

Player	GLS	SHOT	ASST	SY.	INT
Carmichael	0	0	0	2	0
Schwab	0	0	1	-	3
Lyons	0	0	0	-	10
Griffin	0	0	1	-	2
Caffee	0	0	1	-	7
Murphy	0	1	0	-	7
Nielsen	0	0	0	-	0
Moorhouse	1	2	0	-	4
Jackson	3	4	0	-	7
Bourdet	0	3	0	-	6
Oldemeyer	0	0	1	-	3

Select the team to review by pressing the D-Pad UP or DOWN to highlight, and START or Button A or C.

All of the players' names are listed on the left side of the screen. Scroll through the list by pressing the D-Pad UP or DOWN. To scroll the stats list press the D-Pad LEFT or RIGHT.

For Penalty Shoot Out mode

On this version of the Match Results screen you can select GOALS to bring up a list of the kickers' names and the results of the kicks. Press the D-Pad UP or DOWN to highlight, and START or Button A or C to select.

On any of the screens, press Button B to return to the Match Results main screen.

Exiting Match Results

When you select EXIT on the Match Results screen the next screen to appear depends on the mode you are playing.

Friendly Match	See Going for Another Match (below)
Club Exhibition	See Going for Another Match (below)
Worldwide Cup	See Saving and Continuing the Season (page 33)
Club League	See Saving and Continuing the Season (page 33)
Cup Tournament	See the Playoffs Tree (page 15)
Penalty	See Going for Another Match (below)
Shoot Out	

Going for Another Match

Friendly Match, Club Exhibition and Penalty Shoot Out modes)



PLAY AGAIN? appears with options listed below. Press START or Button A or C to select. Choose from the selections below.

YES	for another match with the same teams.
CHANGE TEAMS	for another match. The Play Type screen appears (page 13).
GAME SETTINGS	for another match. The Game Setup screen appears (pages 15-16).
NO	to quit the mode.

Saving and Continuing the Season

(Worldwide Cup and Club League modes)

When you select to continue season play after a match finishes SAVE THIS GAME? appears with options listed underneath. Press the D-Pad UP or DOWN to highlight YES or NO and press START or Button A or C to select.

CONTINUE? then appears with YES and NO options. Select as you did in the previous save screen. When you select YES the option select screen for the mode appears. Choose NO and you return to the Mode Select screen.

Option Select

(Worldwide Cup and Club League modes)

WORLDWIDE CUP						
QUALIFYING GAMES			1st Game			
NEXT GAME	LEAGUE STATS	SCHEDULE	NOT USABLE			
Tourney						
	P	W	D	L	PTS.	GLS.
1 SWITZERLAND	1	1	0	0	3	5
2 ITALY	1	1	0	0	3	3
3 SPAIN	1	0	1	0	1	0
4 POLAND	1	0	1	0	1	0
5 NORWAY	1	0	0	1	0	2
6 ENGLAND	1	0	0	1	0	1

On this screen are listed team names and statistics, and stat options. Press the D-Pad UP or DOWN to scroll through the team names, and LEFT or RIGHT to scroll through the statistics.

To see the stats for a team's players, highlight a team and press START or Button A or C. Press Button B to return to the main screen.

You can also use the stat options displayed at the top of the screen. Press the D-Pad UP until NEXT GAME is highlighted. Press the D-Pad LEFT or RIGHT to highlight, and START or Button A or C to access any of the stat options.

For both modes

NEXT GAME	Head directly to the next match
SCHEDULE	Check the schedule for the season
NOT USABLE	Review the list of injured and suspended players

For Worldwide Cup mode only

GOAL RANKING	See the leaders in the league for the various categories
CHART	Follow the progression of a team through the season

For Club League mode only

LEAGUE STATS	See the leaders in the league for the various categories
--------------	--

Option Select Screen Instructions

Goal Ranking

- Press the D-Pad UP/DOWN to scroll the list of players
- Press the D-Pad LEFT/RIGHT to scroll player stats

Schedule

- Press the D-Pad UP/DOWN to scroll the teams
- Press the D-Pad LEFT/RIGHT to scroll the schedule

Chart

- Press the D-Pad UP/DOWN to scroll the list the teams
- Press the D-Pad LEFT/RIGHT to scroll the team's rank

Not Usable

- Press the D-Pad UP/DOWN to scroll the teams

League Stats

Press Button B on any of the screens mentioned above to return to the main screen

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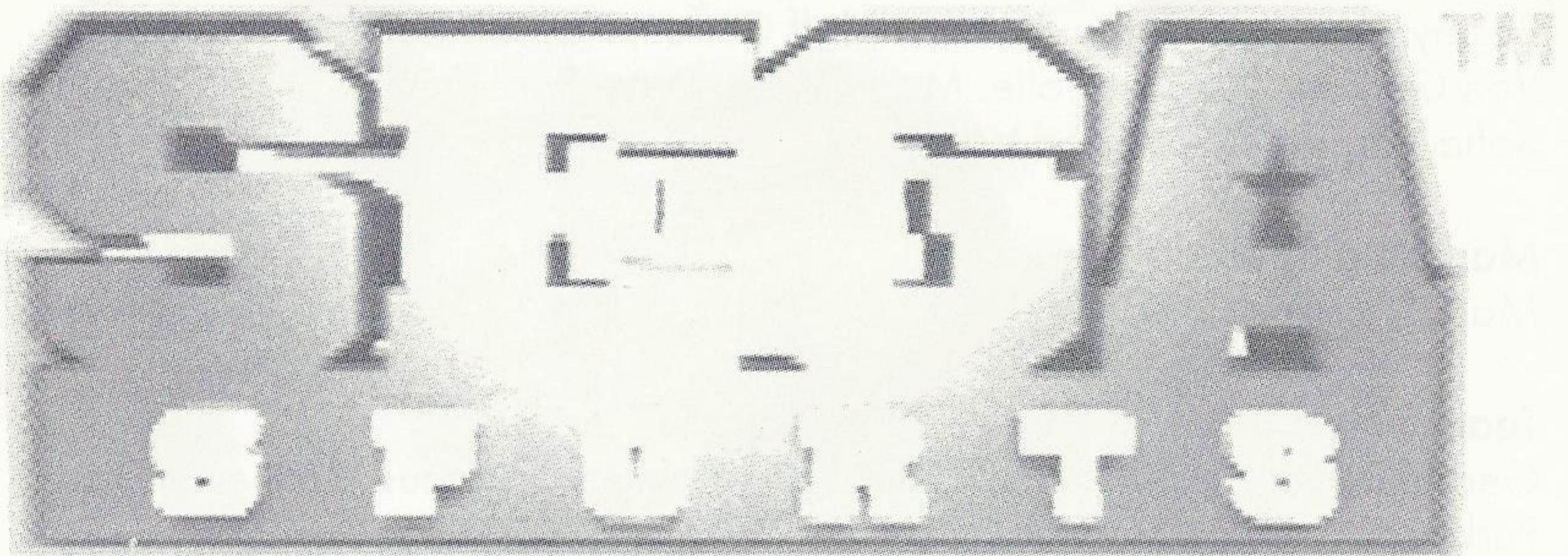
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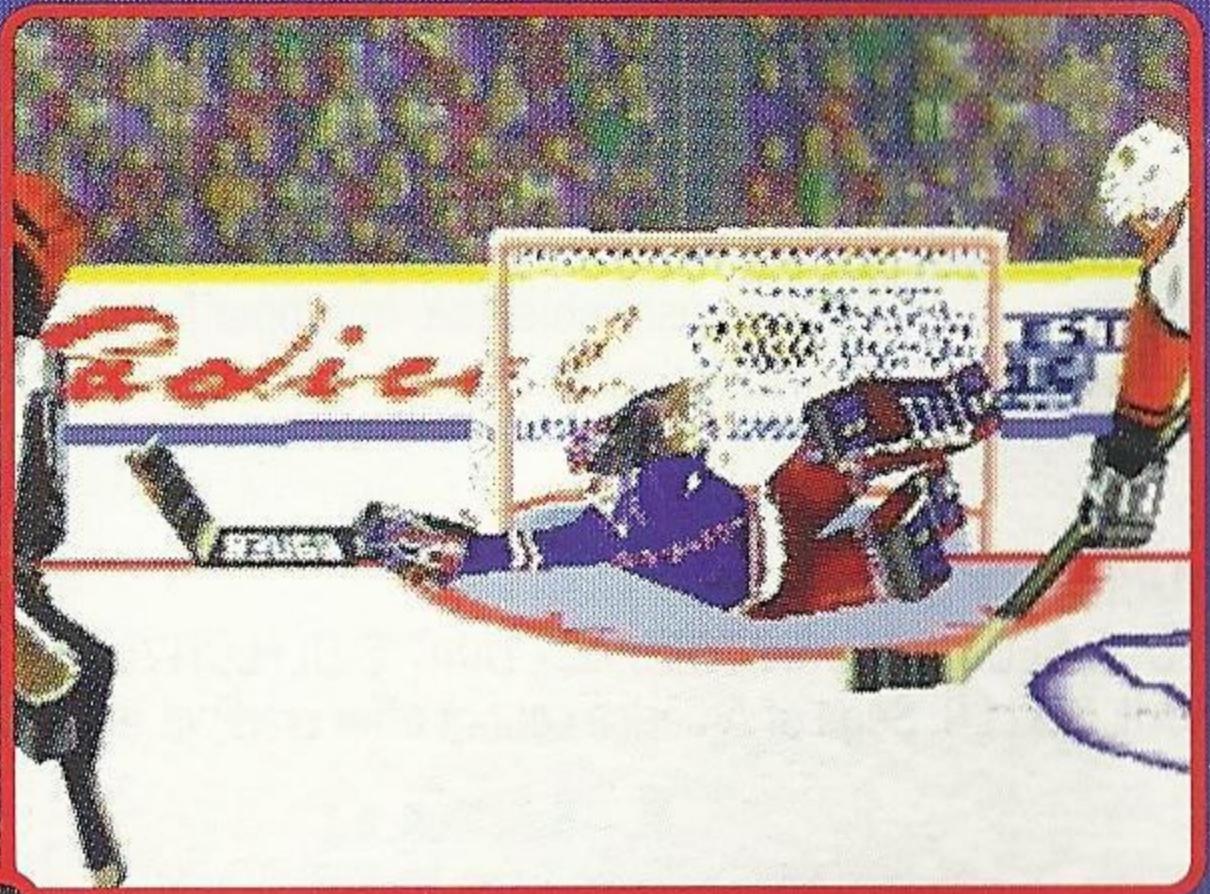
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NHL® ALL STAR HOCKEY 98



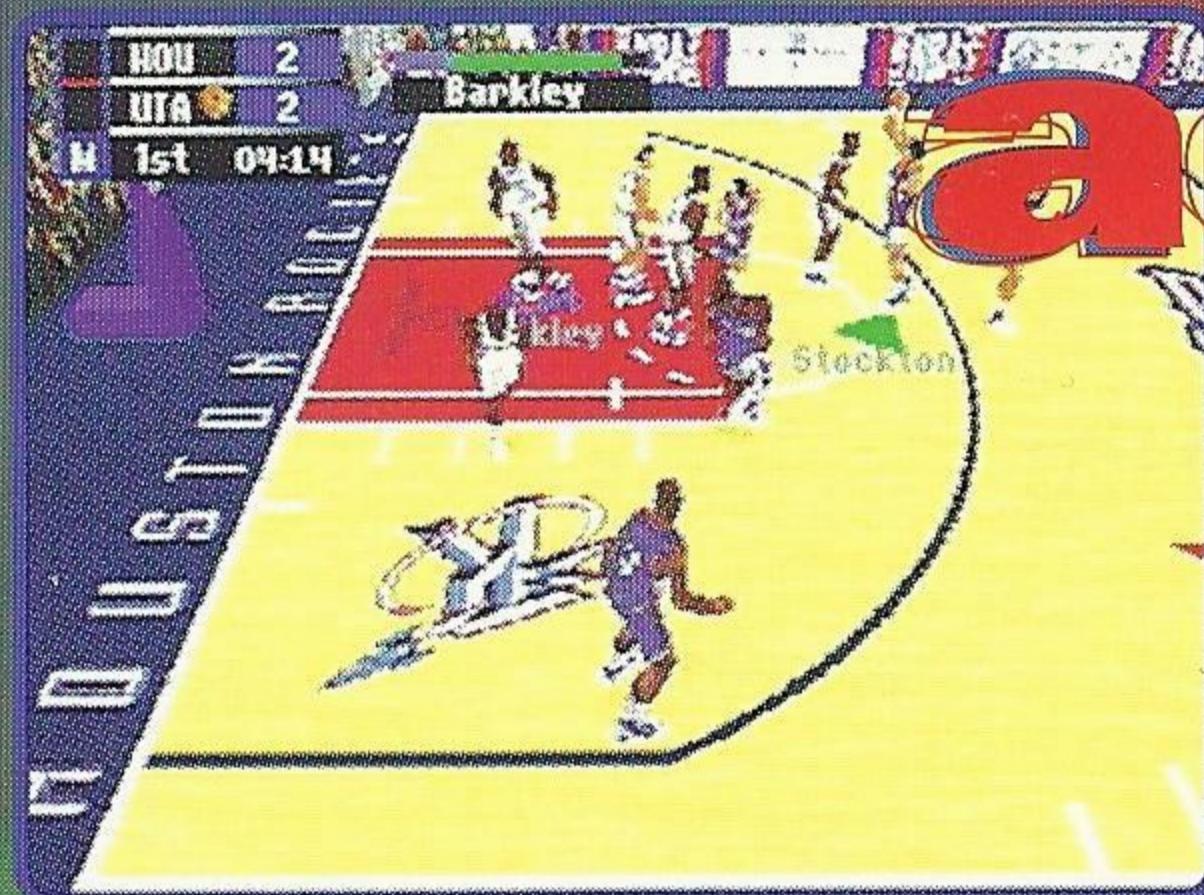
This proven engine has unsurpassed gameplay and Artificial Intelligence!

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NBA

action 98



A new engine with Chick Hearn, team-specific plays, and mo-cap. It's all here!

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